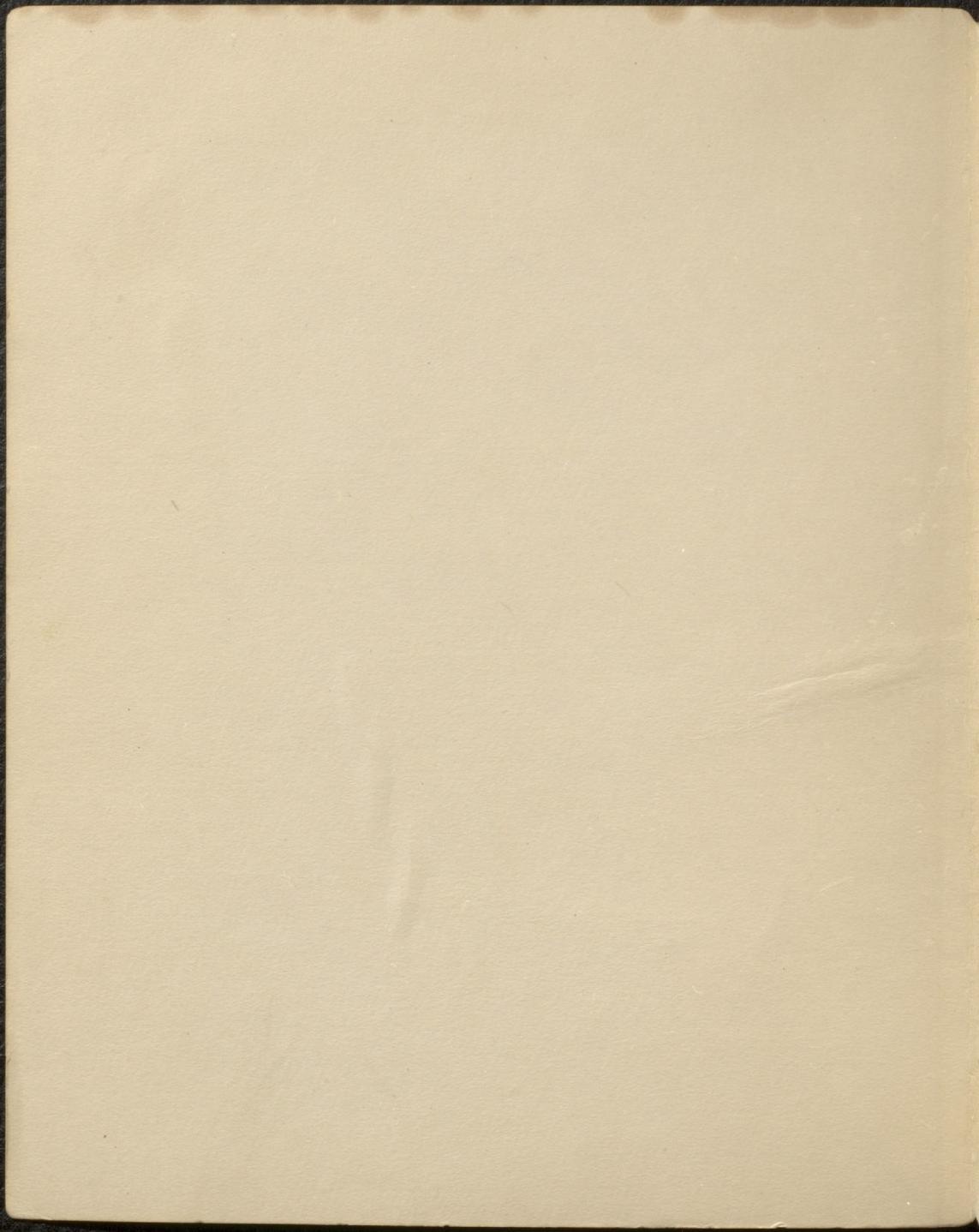


Dick's
Games of Patience,
or
Solitaire with Cards



DICK & FITZGERALD, PUBLISHERS, NEW YORK.



Mrs. Jamison
1248 J. Street
Lincoln
Nebraska

DICK'S
GAMES OF PATIENCE;

OR,

SOLITAIRE WITH CARDS.

NEW EDITION, REVISED AND ENLARGED,

CONTAINING SIXTY-FOUR GAMES.

ILLUSTRATED
WITH FIFTY EXPLANATORY TABLEAUX.

EDITED BY

WILLIAM B. DICK.

NEW YORK:
DICK & FITZGERALD, PUBLISHERS.

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PREFACE.

THERE is a charm and solace about Solitaire which is beginning to be more generally and deservedly appreciated. It affords an attractive pastime and a grateful relief when overtaxed by too assiduous application to business or study; it serves to fill up idle hours, and to soothe the unrest of the unfortunate victim of insomnia.

It offers advantages that are conspicuously wanting in all other card games:—No need for waiting for one or more companions to make up a game, but you take out a pack or two of cards from the drawer and begin the game just when the desire to do so presents itself,—you are all there; and no opposing player to thwart your best intentions and ruin your well-planned endeavors with every card you play,—you have it all your own way.

Apart from this, the various games of Patience call for all the watchfulness and ingenuity that can be claimed for social card games, and they awaken an almost absorbing interest in the desire to succeed, without the wearying influence of the excitement resulting from the competitive desire to win.

To many of the leading minds of the past and present, Solitaire has for years been a source of relaxation and amusement; and the fact that Patience is played in solitary moments, and not in the social circle, has doubtless served to prevent its becoming more generally known and practiced, while social games, on the con-

trary, from their very publicity soon become spread abroad in every community.

To aid in disseminating and popularizing this interesting branch of amusement, this little work has been prepared with the greatest care and with a special view to perspicuity of description and detail; a number of the games have been arranged and adapted from Lady Adelaide Cadogan's elegant English work on Solitaire, with the addition of numerous games of American origin; and the completeness and accuracy of the work have been greatly enhanced by the kindness and co-operation of some of the most expert devotees of Solitaire.

The first edition of this work contained forty-four games and thirty-three tableaux. In this new issue the original games have been subjected to thorough revision, and still greater variety attained by the introduction of twenty additional games and seventeen new tableaux.

All of the sixty-four games, which the book now contains, are plainly described. The fifty tableaux show at a glance the necessary disposition of the cards at the commencement of each game, and serve to illustrate its progress as the play advances toward success or failure.

A careful examination of the specific signification of the technical terms used in this work, given on page 7, will greatly aid in elucidating the description of the games; it being understood that all such arbitrary meanings as are assigned to terms technically employed are strictly adhered to wherever they occur.

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EXPLANATION OF TERMS.

AVAILABLE CARDS.—Those which are not “covered” or “blocked” by other cards; that is, not forbidden by the particular rules of each game to be used.

RELEASED CARDS.—Those which, by the removal of the cards that covered or blocked them, have now become *available*.

SUITABLE CARDS.—Those whose *value* and *suit* fit them to be *played* on the *foundations*, or used to form *marriages*.

FOUNDATION CARDS.—Those on which the Patience is formed. They are generally aces and kings.

MARRIAGE.—The placing of a card (usually of the same *suit*) in *sequence* on the next one above or below it in *value*. Any number may be placed on each other in this way. In some specified instances *suit* need not be followed.

SEQUENCE.—The regular succession of ascending from ace to king, or descending from king to ace.

DENOMINATION OR VALUE.—The figures of the court cards, and the number of pips or spots of the minor cards.

SUIT.—Either hearts, spades, diamonds, or clubs.

LANE.—An empty space in the *tableau* which has been created by the removal of an entire row of cards.

TALON.—Cards which, being unsuitable at the moment, are laid aside in one or more packets until they can come into use.

TO PLAY CARDS.—The placing of them on the *foundations* in contradistinction to placing them elsewhere.

RE-DEAL.—This is always in addition to the original deal.

PACK.—The cards in hand which are being dealt.

TABLEAU.—The definite plan for arranging the cards for each particular game.

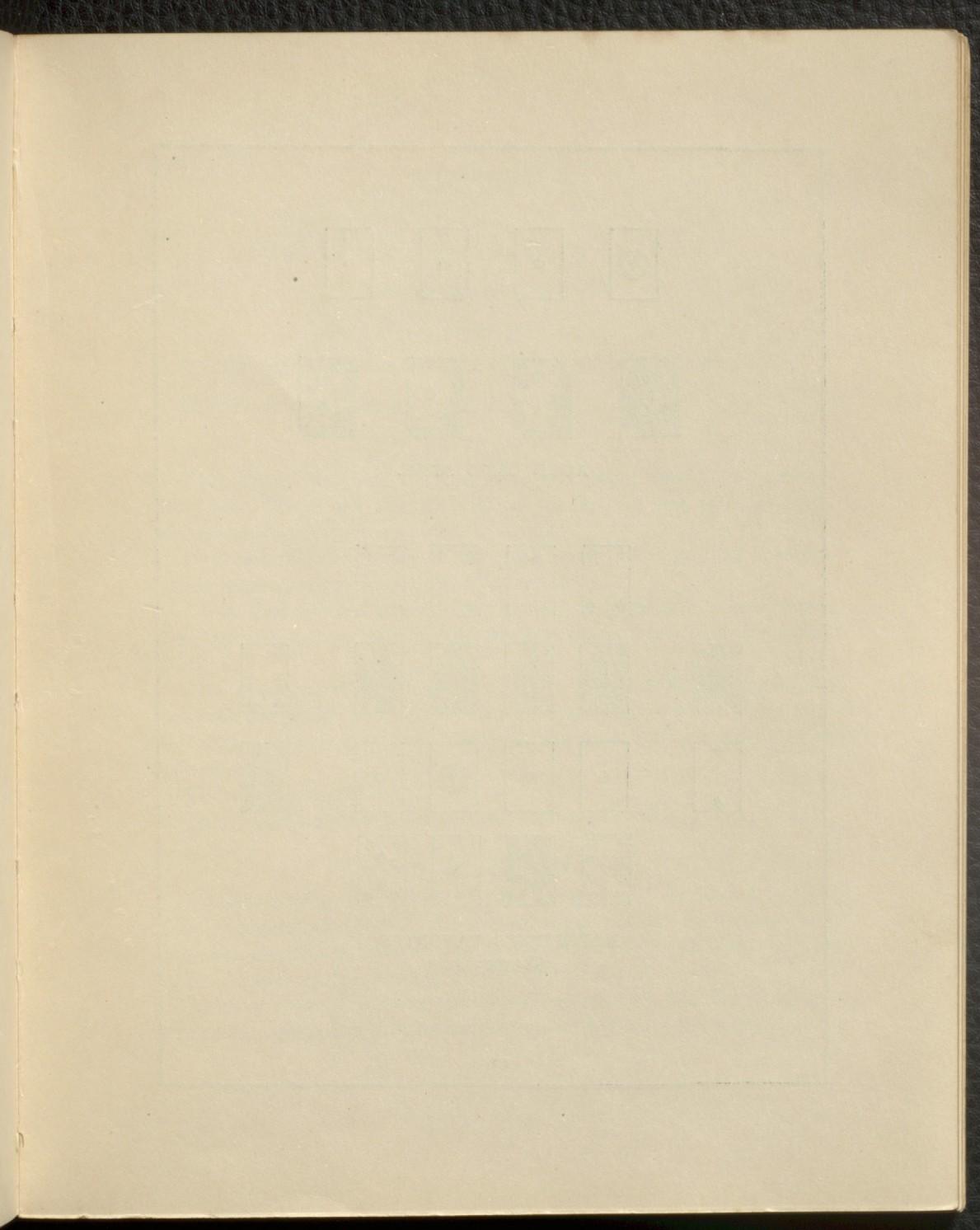
FAMILIES.—Cards built up in *sequence* upon the *foundation cards*.

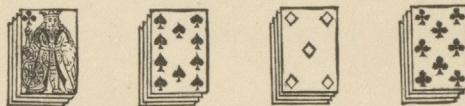
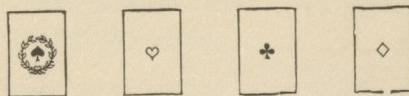
UPPERMOST CARD.—The exposed card on the top, or surface of a packet.

EXPLANATION OF THE TABLEAUX.

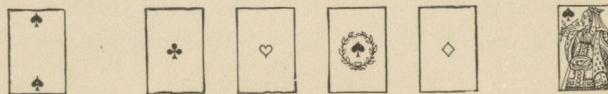
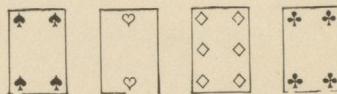
The blank spaces show where the *foundation cards* should be *played* as they occur during the deal.

When they are taken from the *pack* before dealing to form part of the original *tableau*, the *foundation cards* are shown in their proper positions.





AULD LANG SYNE.



NAPOLEON'S FAVORITE.

(See page 12.)

AULD LANG SYNE.

ONE ENTIRE PACK OF CARDS.

RULES.

- I. THE uppermost card of each of the four packets is available.
- II. The foundations do not follow suit.

PLAY.

Take from the pack the four aces and place them in a horizontal row. These are the foundation cards, and the families built upon them ascend in sequence to kings.

Deal out the remainder of the pack one by one, and, as suitable cards appear, play them on the foundations.

Cards that are not suitable are placed in packets in a horizontal line below the foundations, four packets being permitted to be thus formed.

After each card is played upon the foundations, examine the packets carefully, and, if you can discover any suitable card, play it; if there is no such card, continue the deal until a suitable card appears.

There is no re-deal.

The following variations are sometimes played :

TAM O' SHANTER.

An interesting variety of "Auld Lang Syne" is played as follows : Instead of placing the foundations before the deal is commenced, shuffle the aces in the pack and play them to their appropriate places as they appear during the deal.

Another way of playing is to follow suit on the foundations. When this variation is introduced two re-deals are permitted.

NAPOLEON'S FAVORITE.

TWO ENTIRE PACKS OF CARDS.

RULES.

I. AFTER the *first deal* has been completed, the uppermost card of each packet is available, subject, however, to the following restrictions : That card on each of the four packets immediately above the kings can only be employed to build up the families on the king foundations. That card on each of the four packets immediately below the aces can only be used to build up the ace foundations. The uppermost card on each of the packets which are right and left of the foundation cards, may be played on any of the foundations without restriction.

The removal of the uppermost card from any packet releases the one beneath it.

After *either re-deal* is completed, *all* the uppermost cards of the twelve packets are available without any restrictions.

II. The foundations must follow suit.

III. Marriages may be formed in ascending or descending sequence, and need not follow suit.

PLAY.

Withdraw from the pack and place the four aces and four kings as in the pattern tableau, page 10. These are the foundation cards. The four kings in the upper row begin with queens and descend in sequence to aces ; the aces in the lower row begin with deuces and ascend in sequence to kings.

Next shuffle the two packs, and deal four cards in a horizontal row above the kings, beginning at the left and dealing to the right ; then deal one card at the right of the king row, and one at the

right of the ace row. Continue dealing four more cards under the ace row, beginning at the right and dealing to the left, and conclude by dealing one card each at the left end of the ace and king rows. See pattern tableau, page 10.

Having dealt this first round, proceed to deal successive rounds, each covering the preceding one, until all the cards are exhausted.

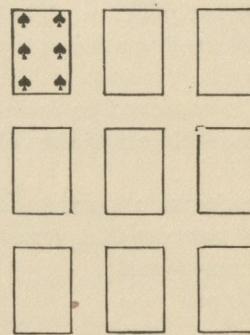
After the deal has been completed, examine all the twelve packets and play all suitable cards upon the foundations subject to Rule I.

When all suitable cards have been played, proceed to form marriages upon any of the twelve packets. The sequences of the marriages may be transferred from packet to packet, provided Rule III. is not infringed.

Great judgment must be observed in forming the marriages, for it is by this means that suitable cards are released for the foundations.

It is not good play to exhaust a packet entirely, when this can be avoided, for the more packets that remain, the more facilities are afforded for forming marriages.

Two re-deals are permitted.



THE FOUR SEASONS.

THE FOUR SEASONS.

ONE ENTIRE PACK OF CARDS.

RULES.

I. THE available cards are as follows: Any single card occupying any of the five intermediate spaces, or if there be more cards than one in any of those five spaces, then only the uppermost card of the packet. Also, the uppermost card of the talon.

II. The foundations must follow suit.

III. Marriages formed in the intermediate spaces need not follow suit.

PLAY.

Place the cards in three horizontal rows of three cards each in the following manner: The first card dealt determines the denomination of the foundation cards, and is placed in the upper left-hand corner. The other three cards of the same denomination are placed on the remaining three corners as they appear during the deal.

If the first card should be, say, a six, the four sixes on the corners must be built up, each in ascending sequence and suit, to the king, followed by the ace up to the five, which completes the packet.

After the denomination of the foundations has been determined, and the card placed in the corner, proceed with the deal and play all suitable cards upon any existing foundations. Those cards which are not suitable must be placed in the intermediate spaces of the tableau until the five spaces are filled.

NOTE.—The pattern tableau shows how the cards should be arranged. The first card dealt, which in this case is a six, is placed in its proper position. The remaining three corners, and the five intermediate spaces, are represented as being vacant, and must be filled as already directed.

When these spaces are all occupied, examine the tableau and see if any marriages can be made; bearing in mind that in these spaces marriages must be formed in *descending* sequence, and may be composed of mixed suits. It is, however, preferable to marry in suit when practicable in order to prepare for advantageous plays on the foundations in the future. Observe: that this is just the opposite of the rule for playing on the foundations; there, you must follow suit, and build up the families in ascending sequence.

After all possible marriages have been formed, and suitable cards played, the deal is continued, and those cards which cannot be employed on the foundations or to form marriages are placed on one side and form a talon.

When the cards in any one of the packets in the intermediate spaces have been used up in play, the space thus left vacant must be immediately filled either by the uppermost card of any one of the remaining packets, if this can be done to advantage, or by a card from the talon; or, if the talon be exhausted, by the next card from the pack. The cards forming the sequences of the marriages may be transferred from packet to packet at pleasure, and it is good policy to avail yourself of this privilege when vacancies can be created by doing so. Rule III.

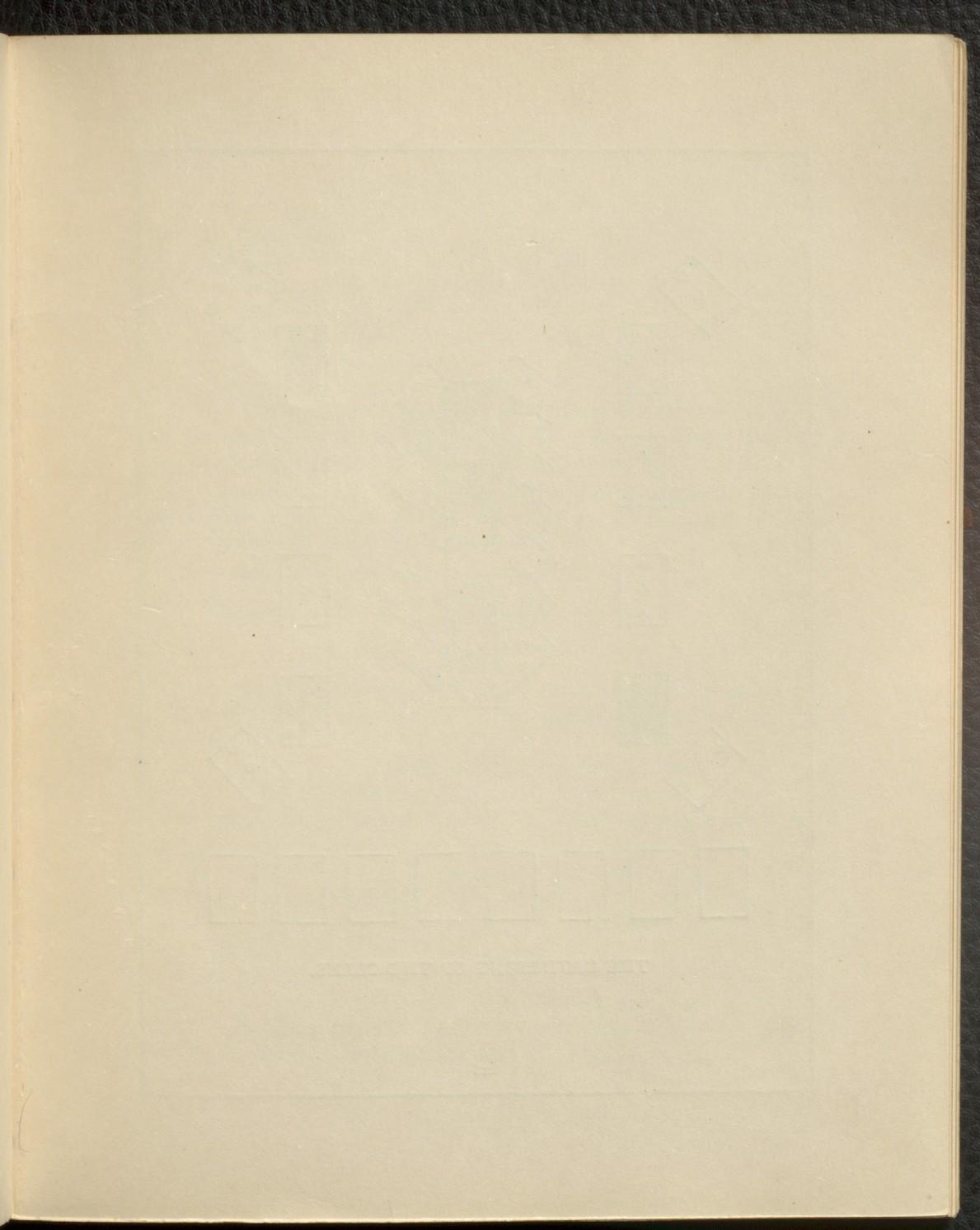
There is no re-deal.

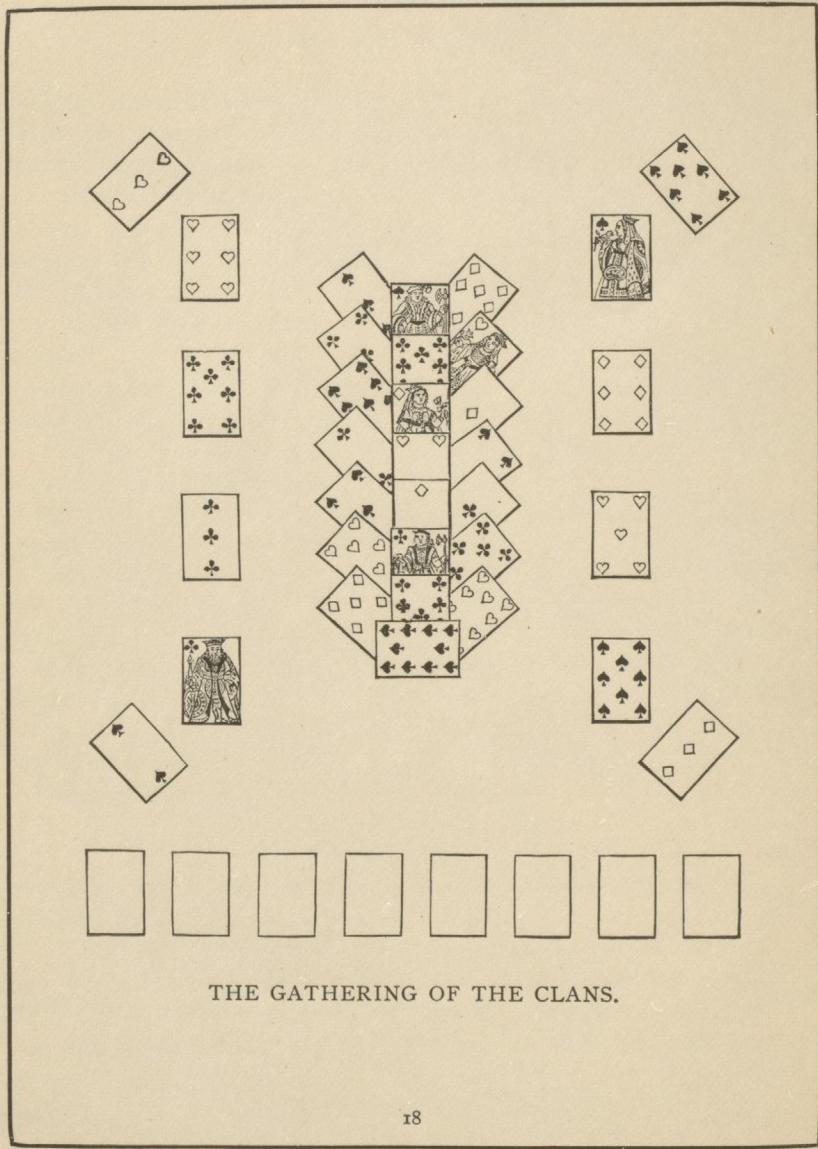
SIMPLICITY.

This game is played in the same manner as the "Four Seasons," with the following exceptions:

I. The tableau is composed of three horizontal rows of *four* cards each.

II. All marriages in the intermediate spaces must be formed of cards of alternate colors—that is, a red nine on a black ten, then a black eight, a red seven, and so on, or *vice versa*.





THE GATHERING OF THE CLANS.

THE GATHERING OF THE CLANS.

TWO ENTIRE PACKS OF CARDS.

RULES.

I. ONLY the bottom card of the Assembly is available, until by its removal the next one is released, the principle being that *only one card in the Assembly can be available at one time*.

NOTE.—By the "bottom" card is meant that card which is represented by the ten of spades in the pattern tableau. By playing this card the nine of clubs becomes released, and next the ten of hearts, and so on.

All cards in the Columns are available.

II. The foundations must follow suit.

PLAY.

Deal twenty-two cards and arrange them, one by one, as represented in the pattern tableau. This group of cards is called the Assembly.

Next deal off twelve cards and arrange them in two perpendicular columns of six cards each, as shown in the pattern tableau.

The card laying diagonally at top of either column is called the *head*, and the card similarly at the bottom is called the *base*.

The cards composing the Assembly must not contain any two cards of the same denomination and *suit*; there may be two aces, or two kings, or even more of those, or any other denomination, but they must not be of the same suit.

When the Assembly and Columns have been dealt out, the next card in the pack is then turned to determine the denomination of the foundation cards, and this card must immediately be played in one of the eight spaces reserved for the foundations.

The foundations must ascend in sequence, if for example—the denomination of the foundation cards is five, they must be built up, in sequence, to the king, then ace, deuce, three, and four, which completes the packets.

After the denomination of the foundations has been determined, examine the Columns and Assembly, and if any of the foundation cards appear in the former or are available in the latter, play them in the spaces reserved, as also any other suitable card subject to Rule I., taking, however, in preference cards from the Assembly and the head and base of the Columns, as the vacancies so made are most important.

When a vacancy occurs in the *head* or *base* of a Column its place must immediately be re-filled by placing the available card of the Assembly in the vacant space.

NOTE.—As only one card at a time can be released from the Assembly, it is, therefore, important to play as many as possible from that group of cards. Playing a card from the head or base of a Column is, of course, equivalent to playing from the Assembly.

When a vacancy occurs by playing either of the four intermediate cards between the head and base of a Column its place must be supplied by a card taken from the talon, or when there is no talon, from the pack.

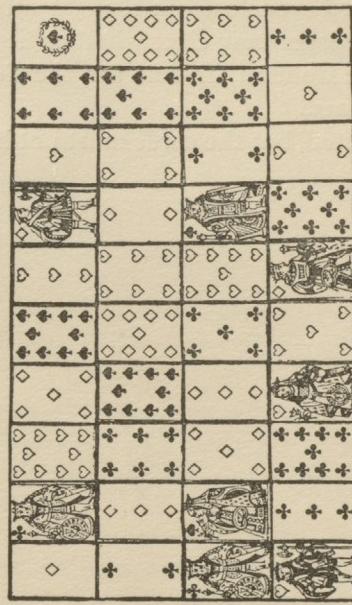
When there are no more suitable cards in the Columns or Assembly, proceed to deal out the remainder of the pack, turning the cards one by one, and playing all suitable ones on the foundations. The cards that cannot be so employed are laid aside in one packet forming the talon.

Whenever a card is played from the pack on any of the foundations, carefully examine the Columns and Assembly to ascertain whether they contain any suitable cards, and if they do, employ them to the best advantage, re-filling the vacant spaces as already directed.

It is not obligatory to use any of the intermediate cards in the Columns when the player thinks a card of the same suit and value, enclosed in the Assembly, can be better employed to accomplish the Patience. For example—if a seven of spades is required, and a card of that suit and value is among the intermediate cards in a Column, and a similar card is enclosed in the Assembly, but likely to be soon released, the player may elect whether he will immediately use the card in the Column, or wait for the similar card in the Assembly to be released.

Two re-deals are permitted, but the cards must not be re-shuffled.

NAPOLEON AT ST. HELENA.



NAPOLEON AT ST. HELENA.

TWO ENTIRE PACKS OF CARDS.

RULES.

I. ONLY cards in the lowest row are available (and the uppermost card of the talon), until a card in any other row is released by the removal of one below it, the principle being that *no card can be used that has another below it*.

II. The foundations must follow suit.

III. Marriages must be formed in suit.

PLAY.

Deal out from left to right four rows of ten cards.

The eight aces, when they can be placed, form the foundation cards, and families are built upon them ascending in sequence to kings.

Should any aces appear in the lowest row, play them in their allotted spaces, and upon them any suitable cards to continue the foundations (Rule I.).

You must now examine the tableau and endeavor by forming marriages (in descending line and always subject to Rule I.) to release other suitable cards. This, however, must be done with care, lest a sequence in a lower row may block a card above it which is much wanted, and might soon have been released.

If by these changes you can make a vacancy in the uppermost row (thus forming a perpendicular lane), it is of the greatest use. The vacancy in the upper row may be re-filled with any available

card from the tableau or from the talon, but you are not obliged to re-fill it until a favorable opportunity occurs.

NOTE.—Some players only allow the vacancy to be filled from the talon.

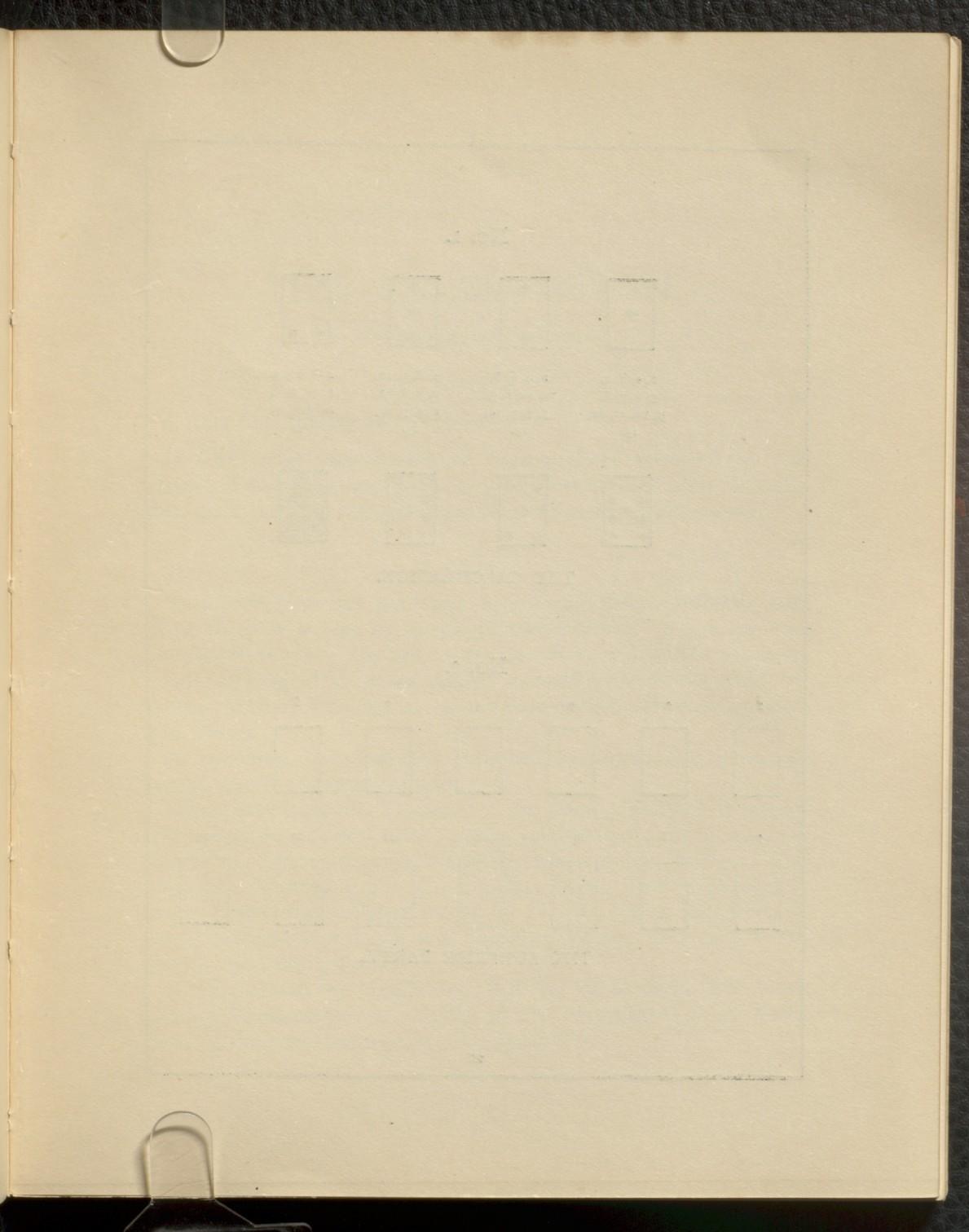
The card so placed has all the privileges of the original card whose place it fills, and is treated in the same manner.

When there are no more available cards to play, proceed to deal out the remainder of the pack, turning the cards one by one, playing all suitable ones on the foundations, or placing them on the sequences of the tableau. The cards that cannot be so employed are laid aside in one packet forming the talon.

There is no re-deal.

THE FIFTEEN PUZZLE.

TAKE out of a pack of cards the ace, deuce, etc., up to the nine—one of each denomination. Arrange them in three rows of three cards each in such order that each of the three horizontal, three perpendicular, and two diagonal rows shall amount equally to fifteen points.



NO. 1.



1, 2, 3, 4,
5, 6, 7, 8,
9, 10, 11, 12,
13.

2, 4, 6, 8,
10, 12, 1, 3,
5, 7, 9, 11,
13.

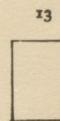
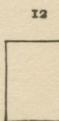
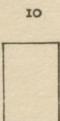
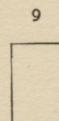
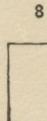
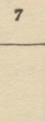
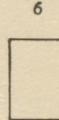
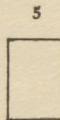
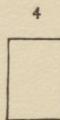
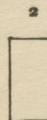
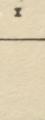
3, 6, 9, 12,
2, 5, 8, 11,
1, 4, 7, 10,
13.

4, 8, 12, 3,
7, 11, 2, 6,
10, 1, 5, 9,
13.



THE CALCULATION.

NO. 2.



THE SURPRISE PARTY.

THE CALCULATION.

ONE ENTIRE PACK OF CARDS.

RULES.

- I. THE foundations do not follow suit.
- II. The talon may consist of four packets arranged at the player's discretion ; but only the uppermost card of each is available, until the card underneath is released in the usual manner.

PLAY.

Withdraw from the pack any ace, deuce, three, and four, and place them in a row, as in the pattern tableau. These are the foundation cards. The first or ace packet ascends in the usual sequence to king ; the second packet ascends by twos, the third by threes, the fourth by fours—all the four packets terminating alike with kings.

In counting, the knave is reckoned as eleven, the queen as twelve, and the king as thirteen.

When, in forming the foundations, the number thirteen is passed (for it is never attained till it finishes each packet), the denomination of the next suitable card is the excess above thirteen. For example: in forming the third packet, when twelve (queen) is reached, the next number would be fifteen ; fifteen less thirteen would leave two ; a deuce will therefore be the next card to be played upon the queen, etc.

Having placed the foundations, deal out the cards in your hand, turning them one by one, playing all that are suitable on the foundations, the rest forming the talon (Rule II.).

On the judicious placing of this talon the success of the game depends, and a little practice is needed to remember which cards will be required first, and to arrange the talon accordingly, for *a card once placed cannot be transferred from one packet to another*. The kings being wanted only to finish each foundation, it is advantageous to leave one packet for a time free to receive them ; and, in forming the other packets, to avoid, as long as possible, covering the cards required first with those that will only be wanted later.

NOTE.—Some players defer placing the foundation cards, until they appear in the course of the deal. This renders the game more interesting, but also more difficult, and in this manner it seldom succeeds.

There is no re-deal.

NOTE.—In the pattern tableau, No. 1, all the talon packets are represented as being established, but before that was done some of the foundations would probably have been already begun.

THE SURPRISE PARTY.

If the foregoing game should succeed, a sequel to it may be made as follows :—Take up the four foundation packets in order, placing the fourth on the third, the third on the second, and the second on the first, so that, on turning the cards to deal, the ace packet is uppermost.

Deal out thirteen cards in two horizontal rows, face downwards (see tableau, second part). Next deal a second round, *beginning on the second card* and continuing on *every alternate card* till all are covered ; next deal a third round, *beginning on the third*, and continuing on *every third card* ; next a fourth round *beginning on the fourth*, and continuing on *every fourth card*, each round, finishing on the thirteenth card.

Then turn the packets, and the cards will be found arranged, all of the same value together—four aces, four deuces, etc.

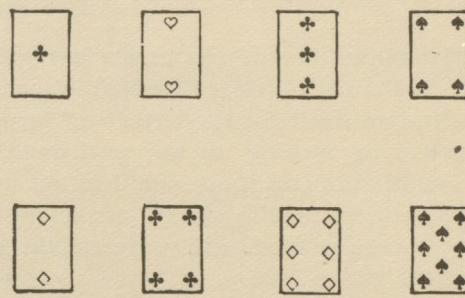
Another interesting surprise may now be arranged, the elaboration of which is attributed to the historical personage known as "The Man with the Iron Mask."

Gather the thirteen packets, which were left face upwards at the conclusion of the "Surprise Party," placing them in one pile, the ace-packet at the bottom, and the others in regular rotation upon it, the king-packet being consequently at the top, all being still face upwards.

Now turn the pack over, face downwards, and deal the cards one by one, face downwards (unless otherwise directed), in the following manner :—

Spell out the denominations of the cards in regular ascending order, dealing from the pack *one* card for *each* letter spelled ; thus, o, n, e, turning the card dealt for the letter "e" face upwards, and say "one"; then t, w, o, turning up the card dealt for the "o," and say "two"; continue to spell out and deal out letter for letter for the t-h-r-e-e, f-o-u-r, etc., ending with J-a-c-k, Q-u-e-e-n, K-i-n-g.

Each card turned face upwards will represent the denomination of each card spelled.



THE FOUR KINGS.

THE FOUR KINGS.

ONE ENTIRE PACK OF CARDS.

RULES.

I. THAT card alone is suitable whose number of pips equal the combined pips of any uppermost card of the packet in the lower row added to those on the card immediately above it in the upper row.

II. The foundations do not follow suit.

PLAY.

Withdraw from the pack the following cards of any suits: one ace, two deuces, one three, two fours, one six, and one eight, and place them in two horizontal rows of four each, as in the pattern tableau.

The cards in the lower row are the foundation cards.

Having placed the cards as directed, take the balance of the pack, deal off the top card, and if it is suitable (Rule I.), play it. For the purpose of illustration, suppose the first card dealt off to be the nine, this card is suitable because the pips on the six in the lower row combined with those on the three in the upper row aggregate nine, you therefore play the nine upon the six in the foundation row. If the next card is a three, play it on the deuce in the foundation row, since two and one (the card above it) are three.

You proceed to deal out the cards one by one, playing all that are suitable on the foundations, and placing the others in one pile, face up, to form the talon.

The uppermost card in the talon is always available when it is a suitable card to play.

In counting, the knave is reckoned as eleven, the queen as twelve, and the king as thirteen.

If, when combining the pips of the card on a foundation packet with those on the card above it, the number thirteen is exceeded (for it is never attained until it finishes each packet), you take the amount over and above that number as the denomination of the suitable card to be played upon the foundation packet. For example, the eight in the foundation row combined with the four above it makes twelve; therefore, when a queen (twelve) is dealt you play it on the eight. The queen and four, with which it is now combined, aggregate sixteen, three more than thirteen, consequently a three must next be played upon the queen. Similarly, when the knave (eleven) is combined with a three, it makes fourteen, which being one more than thirteen, makes an ace the next suitable card to be played upon the knave; the same being the case when the ten is combined with the four, and so on.

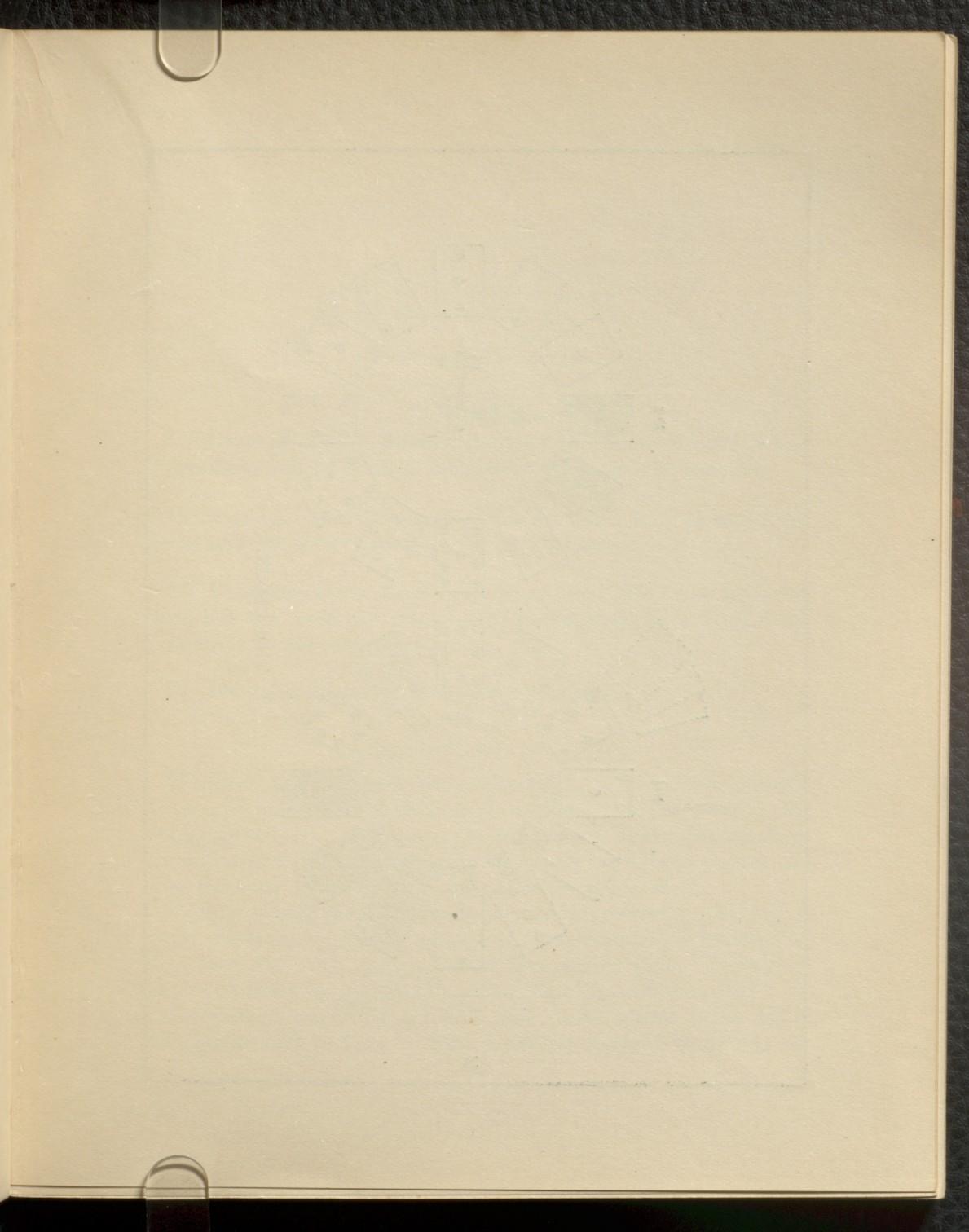
After the deal has been completed, turn the talon back up, and play exactly as before.

Two re-deals are permitted if necessary.

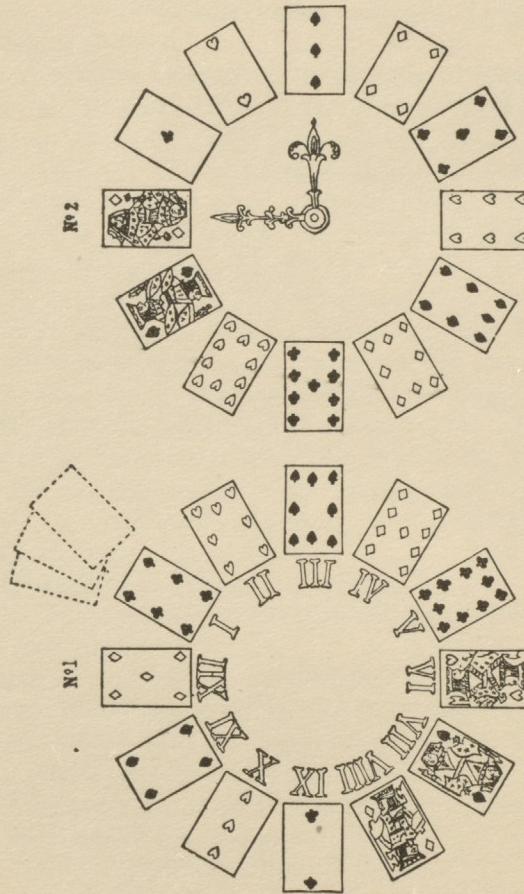
When the Patience is successful, all the four packets will terminate alike with kings.

This game is very similar to that of "The Calculation," but is much easier. When the game is successful the "Surprise Party" (see page 28) may be dealt as a neat little sequel.

The only preparation for "The Surprise Party" consists in placing each of the completed foundation packets upon the card immediately above it in the upper row.



THE CLOCK.



THE CLOCK.

TWO ENTIRE PACKS OF CARDS.

RULES.

- I. WHEN the circle is formed, the uppermost card of each packet is available, and its removal releases as usual the one beneath.
- II. Marriages can only be made in suit, and with cards in the circle, and not with those from the pack or talon.
- III. Vacancies in the circle must be re-filled with cards from the pack, but not from the talon ; each packet must be re-filled so as to contain *not less* than three cards.
- IV. The twelve foundations must follow suit.

PLAY.

Withdraw from the pack the twelve cards, as in pattern tableau No. 1, and place them in their exact order against the hours of the clock represented. These are the foundation cards, and families are built upon them ascending in sequence until each packet attains the hour of the clock against which it is placed.

Having placed these twelve foundations, proceed to deal out a circle consisting of twelve packets of three cards dealt together—so spread that each card is visible (see dotted line). From this circle you first play all suitable cards (Rule I.), and then marry in a descending line (Rule II.), and then re-fill spaces (Rule III.). This last should be done in order, from left to right, beginning at

the numeral 1, and all the packets re-filled before proceeding again to play, or to marry.

NOTE.—Although each packet must never contain less than the original number of three cards, they will often, by marriages, contain more.

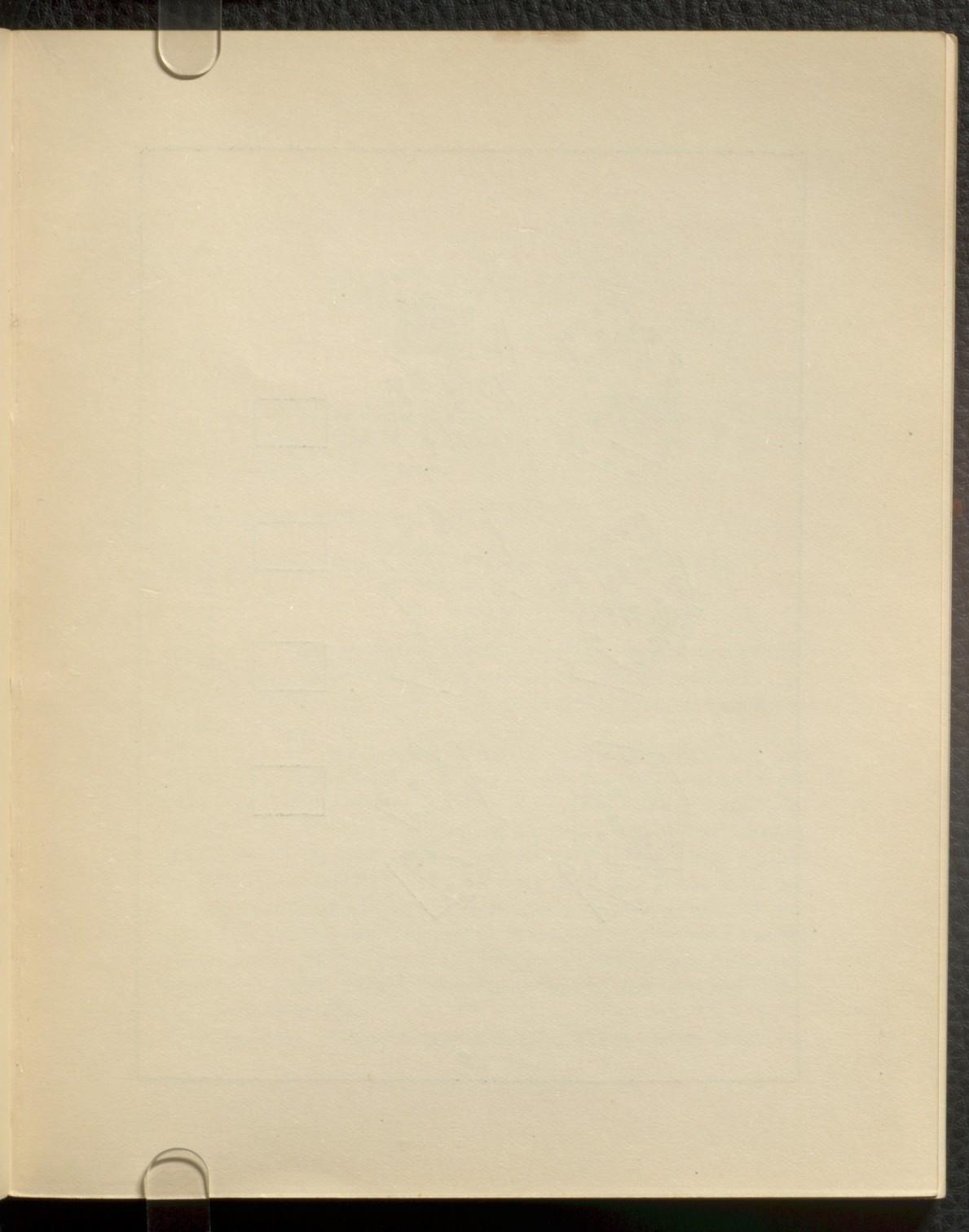
You are not obliged to play cards which would be more useful if left on the circle.

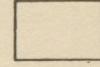
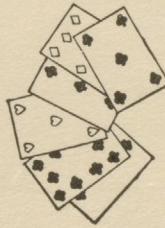
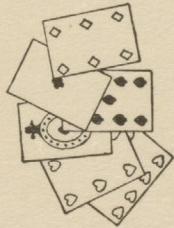
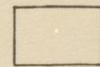
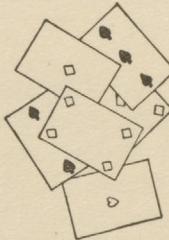
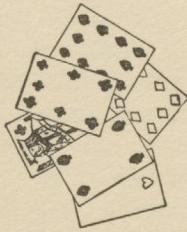
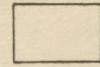
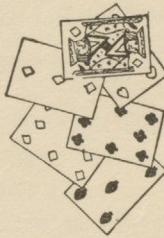
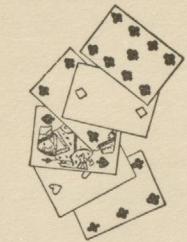
When all further progress is at an end, deal out the remaining cards; play all suitable ones, then marry and re-fill spaces, but be careful not to infringe Rule II.

The cards that cannot be so employed are laid aside in one packet, forming the talon, which can only be used to play on the foundations.

There is no re-deal.

When the Patience is completed, it will represent the hours on the dial of a clock, as seen in pattern tableau No. 2. The packets will consist of nine cards each, except those built upon the two, three, four, and five (as seen in pattern tableau No. 1), which four packets will contain only eight cards each. This is a very pleasing and ingenious Patience, differing from all the others both in method and result.





THE GARDEN.

THE GARDEN.

ONE ENTIRE PACK OF CARDS.

RULES.

- I. ANY card in the Bouquet and the uppermost card of each of the groups in the Garden are available. The removal of the top cards releases those beneath.
- II. The foundations must follow suit.
- III. Marriages formed on the Garden *need not* follow suit.

PLAY.

Deal six packets of six cards dealt together, and so spread that all are visible; these constitute the Garden. The four aces are the foundation cards, and families are built upon them ascending in sequence to kings (Rule II.).

Sixteen cards will remain, which are called the Bouquet, and must be kept in the hand. Take from the Bouquet and from the Garden any aces or other suitable cards (Rule I.) and play them.

Next form marriages in descending sequence in the Garden, transferring them from one packet to another as often as you please (Rules I. and III.), and you may place any cards from the Bouquet in the same way. For example, place the four of diamonds (see pattern tableau) on the five of clubs, then take the ten of hearts from the Bouquet and place it on the knave of diamonds. The nine of clubs can now be transferred, and the ace and deuce of diamonds are released.

This Patience is exceedingly difficult. Cards taken from the

Bouquet cannot be returned to it, and there is only one deal. The greatest care must therefore be taken in placing cards in sequence and in playing them. You are not obliged to do either, and it is often better to leave a card than to play it, as it may be useful in releasing others.

When an entire packet is cleared off you may begin a new one with a card from the Bouquet or from the Garden (Rule I.), and this is often the only means of removing a king, which, being the highest card, can never be transferred.

THE CONTRA-DANCE.

TWO COMPLETE PACKS OF CARDS.

RULES.

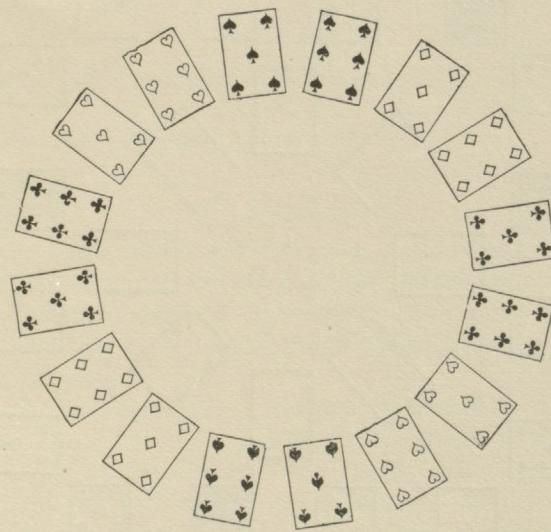
- I. THE uppermost card of the talon is available.
- II. The foundations must follow suit.

PLAY.

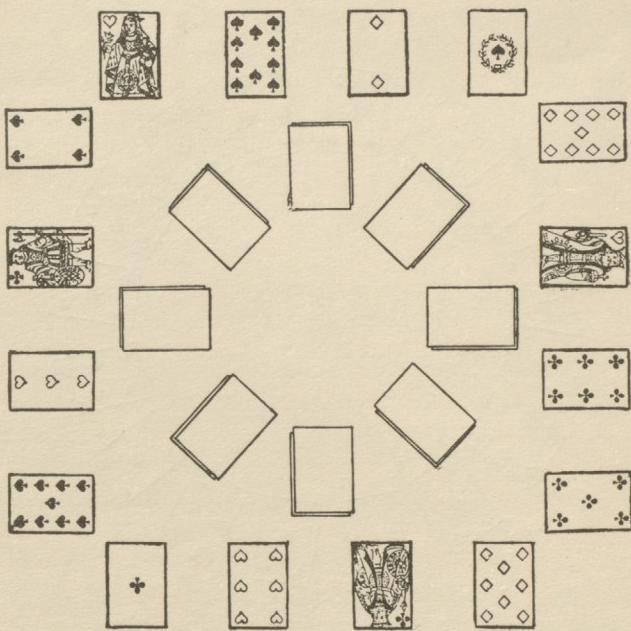
Remove all the fives and sixes from the two packs and arrange them as shown in the pattern tableau. These form the foundations upon which the families are built—on the sixes in ascending sequence to the queen, on the fives in descending sequence to the ace, and ending with the kings.

Deal out the cards one by one, and play all suitable cards as they appear upon the foundations. Cards which are not suitable are put aside in one packet and form a talon.

One re-deal is permitted.



THE CONTRA-DANCE.



THE QUEEN'S AUDIENCE.

THE QUEEN'S AUDIENCE.

ONE ENTIRE PACK OF CARDS.

RULES.

- I. ANY card in the ante-chamber is available.
- II. The foundations must follow suit.

PLAY.

Shuffle the pack, and lay out sixteen cards so as to form a hollow square of four cards on each side, the square being made large enough to contain a circle of eight cards. The outer square is the ante-chamber; the inner circle, the audience chamber, as seen in the pattern tableau.

At the commencement the outer square only is in existence, as no cards can enter the circle or audience chamber, until they have been placed on and introduced from the square or ante-chamber.

Having laid out the sixteen cards, if there should be any king and queen of the same suit, place the queen on top of her king, and put them in their appropriate place in the circle. The proper places for the kings and queens of the different suits are: hearts at top of the circle, diamonds at bottom, spades on the left, and clubs on the right.

If there be in the ante-chamber any ace and knave of the same suit, the knave is placed on top of the ace and put in the circle between the queens. These four knaves, as soon as they have been introduced into their places in the circle or audience chamber,

form the foundations on which the suits are built in descending sequence down to the deuce.

The cards to build up the families on these four foundations can only be taken from the outer square, or dealt from the pack.

As the cards are dealt one by one from the pack, those not suitable are laid aside to form a talon, the top card of which is always available. Vacancies occurring in the ante-chamber are filled up from the talon, if there be any, or from the pack if there be no talon.

If the Patience is successful, there will be no ante-chamber left, all the cards having been introduced into the audience chamber.

Only one deal is permitted.

THE BETROTHAL.

ONE ENTIRE PACK OF CARDS.

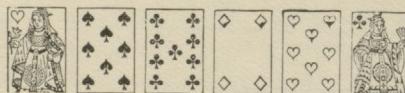
WITHDRAW from the pack the king and queen of hearts. Lay the queen upon the table, and place the king on the bottom of the pack. Deal the cards one by one to the right of the queen in a horizontal row.

Whenever two cards, either of the same denomination or of the same suit, are found to be separated from each other by *one* or *two* cards only, the intervening card or cards must be removed and the separated cards brought close together.

This will be made clear by the following diagram, in which the queen of hearts will be seen placed at the left, as directed.

Suppose that the cards so far dealt to the right of the queen of hearts are eight of spades, nine of clubs, four of diamonds, and eight

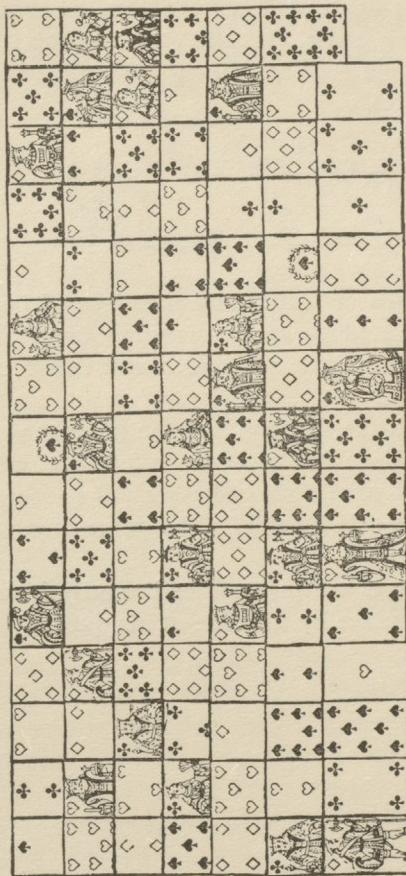
of hearts. We now stop dealing, because we find the eight of spades and the eight of hearts—two cards of the *same denomination*—separated by *two* intervening cards, viz., the nine and four. We therefore remove the nine and four and bring the eight of hearts close up to the eight of spades.



We now find the queen of hearts and the eight of hearts—cards of the *same suit*—separated by *one* intervening card, the eight of spades. We remove the eight of spades and bring the eight of hearts next to the queen.

We now proceed with the dealing, and the next card is, say, the queen of clubs. This discovers two queens (cards of the same denomination) separated by the eight of hearts. The eight is removed and the queens brought side by side. The game then continues in the same manner.

If, at last, all the cards are rejected and removed, the king will be found in his proper place by the side of his queen.



THE PHALANX.

THE PHALANX.

TWO ENTIRE PACKS OF CARDS.

RULES.

I. ONLY cards in the seventh or lowest row are available, until by their removal those above them are released. *No card can at any time be used that has any other below it.*

NOTE.—There is one exception to this rule, in case the game cannot be opened. See below.

II. Each foundation must follow suit.

III. Marriages must be formed in suit.

PLAY.

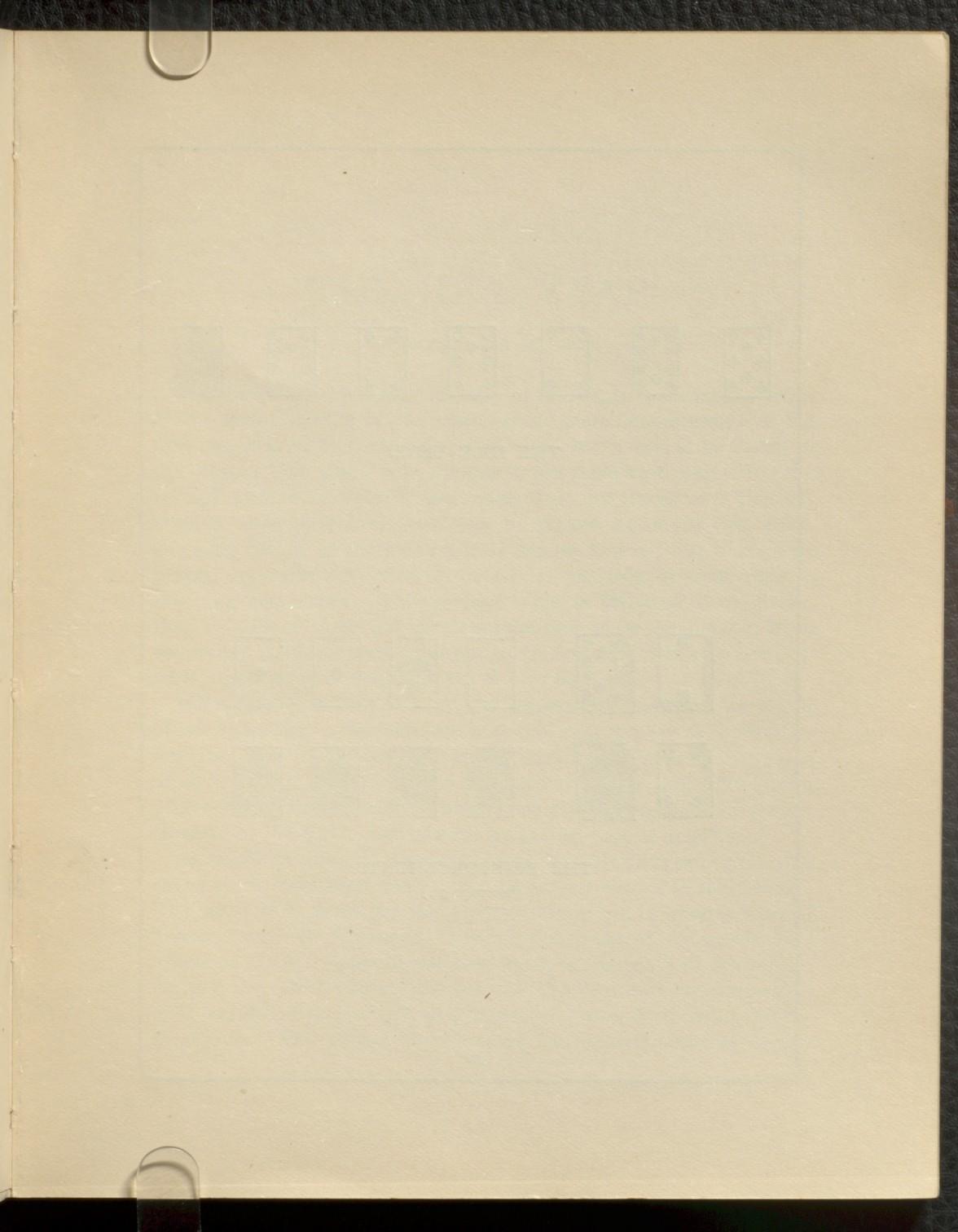
Deal out the entire pack from left to right, in horizontal rows, fifteen cards in each, excepting the last one, which can only contain fourteen. Each row should partly cover over the preceding one; four aces and four kings form the foundation cards, families are built on the aces ascending in sequence to kings, the kings descending in sequence to aces. *When the deal is complete*, if any foundation cards should appear in the lowest row (Rule I.) play them at once on the spaces reserved, and also any other suitable cards—then marry, both in ascending and in descending lines, subject to Rule I.; but if, after these changes, no foundation card is available, so that the Patience cannot even begin, you may withdraw from the sixth row one ace and one king, if any are to be found (see note to Rule I.), immediately filling the spaces so made with the cards below which had previously blocked them. If even this resource is unavailing, the Patience has already failed, there being no re-deal, and no further infringement of rules allowed.

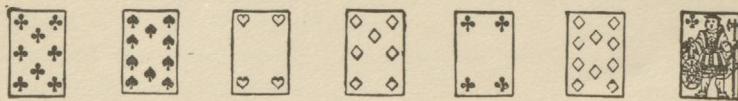
When one or more foundations are established, examine the tableau carefully, marry all available cards, and endeavor by these changes to release the greatest number of suitable cards for the foundations, and to open out one or more perpendicular lanes. These are of the greatest use ; you may select any available card and place it at the top of the lane, and below it any others in sequence of the same suit, each card partly concealing the preceding one, as in the original deal.

You may also use the lane for reversing any sequences previously made. Thus, supposing there is a sequence beginning with a ten and ending with a three (the ten being required for one of the foundations), place the three at the top of the lane, the other cards following until the ten becomes the lowest or available card.

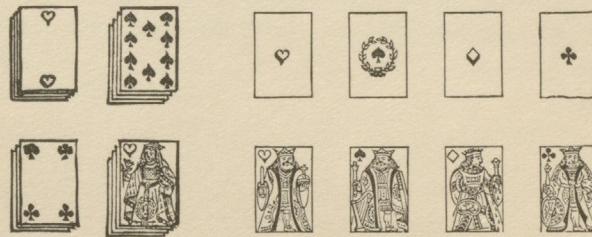
In theory this Patience is simple, but it is very difficult to play. The combinations are endless, from the constant reversing of sequences, and require great attention. As the success principally depends on the lanes, it is more prudent, when you have only one, not to re-fill it until by some fresh combination you can open out another one.

There is no re-deal.





THE IDLE YEAR.



THE REINFORCEMENTS.

(See page 52.)

THE IDLE YEAR.

ONE ENTIRE PACK OF CARDS.

THE cards are dealt face up, one at a time, in a horizontal row. If the second card is of the same suit or same denomination as the first one played, it must be placed upon it; if not, it is placed to the right. The same rule applies to the third card regarding the second, and to the fourth card regarding the third, with this exception, that the fourth card can be played upon the first card, skipping two, if of the same suit or denomination; but it must be played upon the next card to the left, if possible, in preference to skipping two cards. This general rule is followed throughout, that a card of same suit or denomination must be played, if so occurring, upon its next neighbor to the left; or, if this be not possible, upon its next neighbor but two to the left.

Whenever, in course of play, the uppermost card of a packet is of the same suit or denomination as the packet next to the left, or next but two to the left, the entire packet available on the right must be lifted and placed on the packet to the left, still giving preference to its nearest neighbor in so placing it; and the packet farthest to the right must always be played first, if possible.

As an illustration of the working of the rules, suppose that, say, seven cards have been dealt and laid out, as shown in the tableau. The cards thus dealt are the eight of clubs, ten of spades, four of hearts, seven of diamonds, four of clubs, ten of diamonds, and knave of clubs. Suppose the next card, in the order of dealing, to be, say, the ten of clubs; this ten of clubs must be played upon its next neighbor to the left, the knave of clubs, both being of the same suit. The packet thus formed, having a ten for its upper-

most card, must be placed entire on its next neighbor to the left, it being also a ten. The ten of clubs packet must now be placed entire on its next neighbor to the left, which is of the same suit, viz., four of clubs. Now, the next neighbor to the left of the packet is neither a club nor a ten; but, skipping two cards to the left of the packet, there is a card of the same denomination, the ten of spades; the packet is, therefore, placed entire on the ten of spades. Again, the next neighbor to the left of the packet is of the same suit, the eight of clubs; the entire packet is therefore placed on the eight of clubs.

Having now played all that can be done, the lay-out consists of a packet whose uppermost card is the ten of clubs, the four of hearts, and the seven of diamonds, and the dealing is resumed from the pack, the cards being laid in succession to the right until an opportunity offers for further play.

If the Patience is successful, when the cards have all been played they will be in a single pile comprising the entire fifty-two. This Patience is styled the IDLE YEAR because, with a well-shuffled pack, it will require about that length of time to accomplish it.

THE REINFORCEMENTS.

TWO ENTIRE PACKS OF CARDS.

RULES.

- I. THE uppermost card of each of the Reinforcement packets, and of the talon, is available.
- II. The foundations follow suit.
- III. Marriages are formed in suit from the Reinforcements *onto* the talon.

PLAY.

Remove the four aces and kings from one pack and arrange them as shown in the pattern tableau (page 50). These are the foundations, and families are built upon them, in ascending sequence on the aces, and descending sequence on the kings.

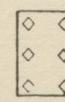
Next make four packets of twelve cards each, and place them, face upwards, to the left of the foundations. These packets are called the Reinforcements, and whenever any one of these packets is exhausted, the vacant space is filled by a card from the talon.

Marriages may be formed in suit, from the Reinforcements *onto the talon*, either in ascending or descending sequence.

Deal the cards from the pack one by one, play all suitable cards upon the foundations, and form all possible marriages upon the talon. Cards that are not suitable are put aside in one packet to form a talon.

Two re-deals are permitted.

This is a difficult Patience. Omit no opportunity of forming marriages, as this prepares the talon for the next deal, and besides, the Patience can not succeed unless all the Reinforcement packets are exhausted.



THE CHAMELEON.

THE CHAMELEON.

ONE ENTIRE PACK OF CARDS.

RULES.

I. THE uppermost card of each of the four lower packets, and of the talon, is available.

II. The foundations must follow suit in ascending sequence.

III. Marriages may be made from and on to the uppermost cards of the three right-hand lower packets. Suit need not be followed, but the sequence must descend. No marriage can be made on the thirteen packet, but the uppermost card of that packet may be used to form marriages on the other three.

PLAY.

After the cards have been shuffled, separate thirteen cards in a body from the top of the pack. These cards are then laid in a packet, face up.

Three cards are then dealt from the top of the pack, and laid separately in a row to the right of the thirteen packet.

The first of these three cards determines the denomination of the foundations, and is withdrawn from its position and placed immediately above the thirteen packet, the space left by its removal being filled by the uppermost card of the thirteen packet. For the purpose of illustration we will suppose it to be the three of diamonds, as shown in the pattern tableau.

The remaining three foundation cards are arranged in a row to the right of the first, as they appear in dealing.

After the tableau has thus been dealt, examine it, play all suita-

ble cards on the foundations, and endeavor, by forming marriages (in descending sequence, subject to Rule III.), to release other suitable cards. When vacancies are thus created they are filled from the thirteen packet. This examination must be made and acted on after every card is dealt.

Although it is not obligatory to form the marriages in suit, it is always advantageous to keep them in suit as much as possible. To accomplish this the uppermost cards of the packets may be shifted from packet to packet whenever it can be done, subject to Rule III.

When dealing, cards not suitable for playing on the foundations, or forming marriages on the three right-hand packets, are laid on one side, forming a talon.

Whenever the thirteen packet has been exhausted by playing or forming marriages, the vacant space it occupied may be filled from the talon or pack, and this now forms a fourth packet, having all the privileges possessed by the other three.

In playing, it is of the greatest advantage to employ as many cards as possible from the thirteen packet; for unless these are well distributed the Patience is seldom successful, being, under any circumstances, a difficult one.

When the foundations are all built up, no cards remaining in the packets, the Patience is accomplished.

The game is usually limited to one deal, but may be made less difficult by turning the talon and dealing from it once more.

This is also known as THIRTEEN UP.

T H E R E S E R V E.

ONE ENTIRE PACK OF CARDS.

THIS Patience is a modification of the CHAMELEON.

Remove from the pack the four deuces, and arrange them in a horizontal row for the foundations.

Deal from the pack the next four cards one by one, and form a row of auxiliary cards immediately under the foundations.

Next, withdraw from the pack thirteen cards, and place them in a packet face upwards to the left of the foundations and auxiliary cards.

This packet of thirteen cards is called the Reserve.

The uppermost card of the Reserve, and of each one of the four auxiliary packets, and of the talon, is available.

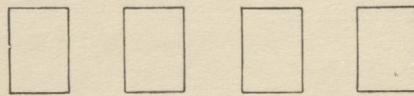
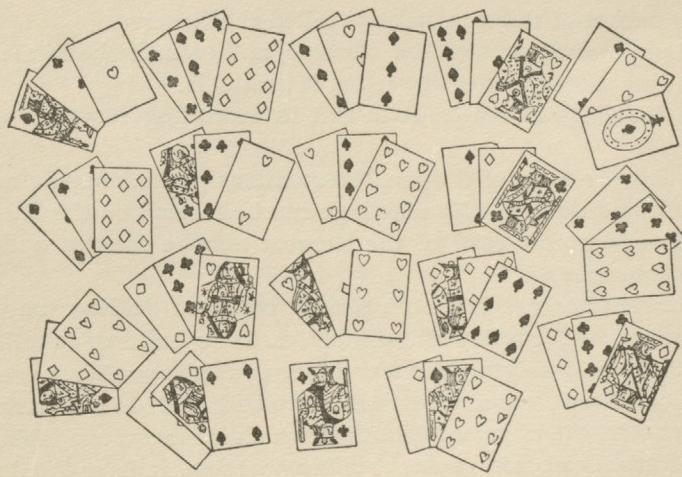
The foundations are built in suit in ascending sequence up to the ace.

Marriages are formed upon the auxiliary packets in suit, and in descending sequence. No marriage can be formed on the Reserve, but the uppermost card of the Reserve may be married upon the auxiliary packets.

After the Reserve has been placed, continue dealing the cards one by one, and employ all suitable cards to build up families on the foundations and to form marriages upon the auxiliary packets. Those cards which are not suitable are laid aside in one packet to form a talon, the uppermost card of which is always available.

If a vacancy occurs in the auxiliary packets, it is re-filled from the talon, and if there be no talon, then from the pack.

Two re-deals are permitted.



LA BELLE LUCIE.

LA BELLE LUCIE.

ONE ENTIRE PACK OF CARDS.

RULES.

- I. THE uppermost card of each packet is alone available, until by its removal it releases the one beneath.
- II. The foundations must follow suit.
- III. Marriages must be formed in suit.

PLAY.

Deal out the entire pack in packets of three cards dealt together and placed as in tableau. The last packet, however, will contain but one card.

The four aces form the foundation cards, and families are built upon them ascending in sequence to kings.

Having placed the tableau, take any aces that may appear on the surface of the packets and play them in their allotted spaces, and upon them any other suitable cards, subject to Rule I.

When all available cards have been played, you proceed to release others, by forming marriages in a descending line on the tableau; but great care is requisite, lest in releasing one card another still more necessary to success should be blocked. The whole tableau should be carefully examined, and the combinations arranged so as to release the greatest number of suitable cards.

When this has been done, and there are no more available cards to play, the entire tableau may be taken up, shuffled and re-dealt (if necessary twice), then played again as before.

In the *last* deal it is permitted to draw one card if it should hap-

pen to be covered with another card that would otherwise defeat the Patience.

NOTE.—Some players do not shuffle the cards, but collect the packets in regular order as they remain in the tableau.

THE SHAMROCKS.

This variety of LA BELLE LUCIE differs from that game in the following particulars :

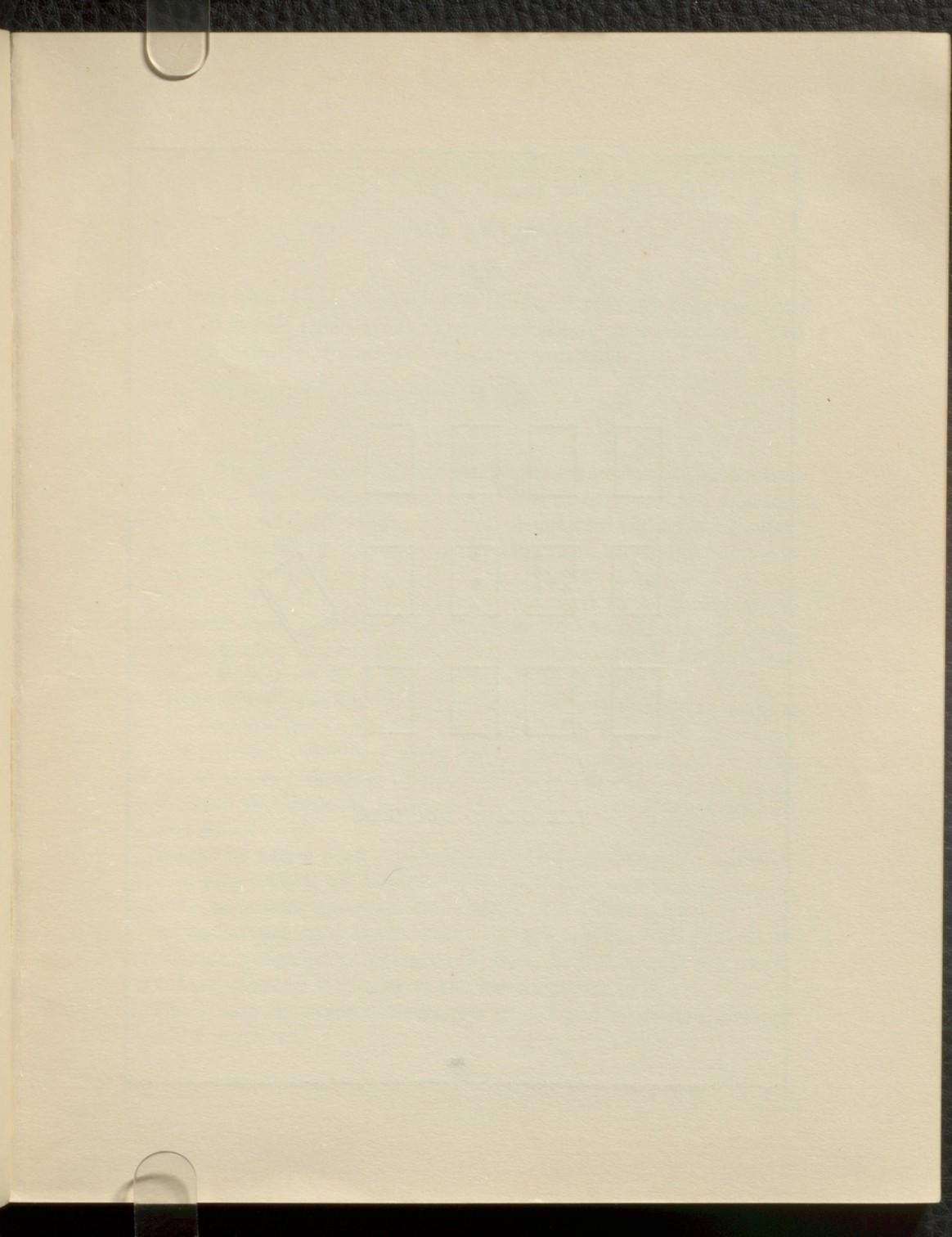
- I. Marriages need not follow suit.
- II. No packet is permitted to contain *more than three cards at any one time*; but changes may be made from packet to packet (in descending sequence) so long as this condition is complied with.
- III. When the cards are all dealt, if a *king* should cover any card or cards of the *same suit*, it is permitted to remove the king and place his majesty immediately underneath any such card or cards.
- IV. No re-deal is permitted.

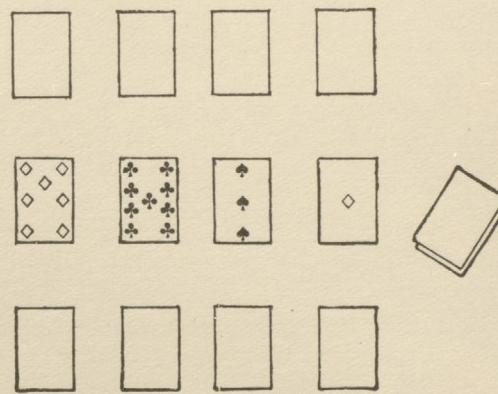
THE HOUSE IN THE WOOD.

This game is the same as LA BELLE LUCIE, except that it is played with two packs, the eight aces forming the foundation cards, and double the number of packets being dealt for the tableau.

THE HOUSE ON THE HILL.

This is another way of playing LA BELLE LUCIE with two packs. The foundation cards to be four aces, and four kings of different suits, and marriages made both in ascending and descending lines.





THE GRAND DUCHESS.

THE GRAND DUCHESS.

TWO ENTIRE PACKS OF CARDS.

RULES.

I. THE uppermost card of each of the packets is available ; also the card below, when the card covering it has been removed. The Discard is only available at the end of each deal.

II. The foundations must follow suit.

PLAY.

Deal out in a horizontal row four cards face upwards, then place two cards apart face downwards. These latter are the Discard. Four aces and four kings of different suits form the foundations, the aces ascending in sequence to kings, the kings descending in sequence to aces.

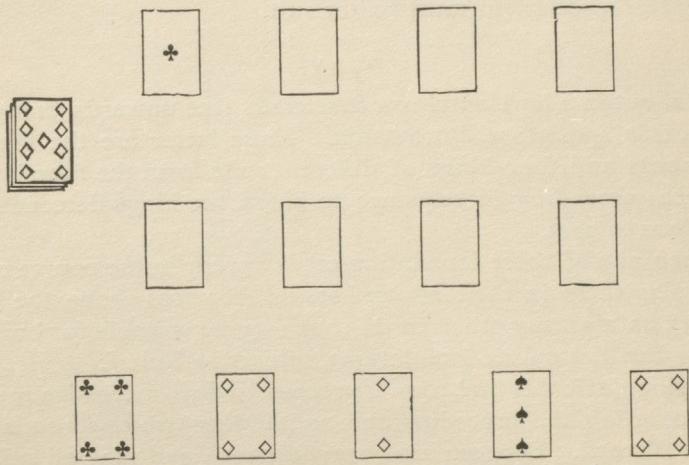
When any of these foundation cards appear in the course of the deal, play them in their allotted spaces (the aces above, the kings below), as also any other cards that may be suitable for building up the families on the foundations, subject to Rule I.

Having dealt this first round, proceed to deal successive rounds, each covering the preceding one, and adding two cards each time to the Discard. Between every round pause, and play all suitable cards on the foundations. The spaces so made are never to be re-filled until the succeeding round of cards is placed which naturally covers them.

When the entire pack is exhausted take up the Discard, examine it, and play from it all suitable cards on the foundations, of course adding, as before, any from the surface of the four packets.

When further progress is at an end, take up the four packets in succession, placing the Discard underneath, and re-deal the whole as before, playing it exactly in the same manner.

There may be three re-deals, but in the last or fourth deal no Discard is placed.



THE FROG.

THE FROG.

TWO ENTIRE PACKS OF CARDS.

RULES.

- I. THE uppermost card of the Frog, and of each of the five lower packets, which constitute the talon, is available, and when removed in play, releases the underneath card in the usual manner.
- II. The foundations do not follow suit.

PLAY.

Withdraw from the pack thirteen cards, examine them, and if they contain one or more aces, these are placed for foundations. If there is no ace among these cards, one must be taken from the pack for a foundation.

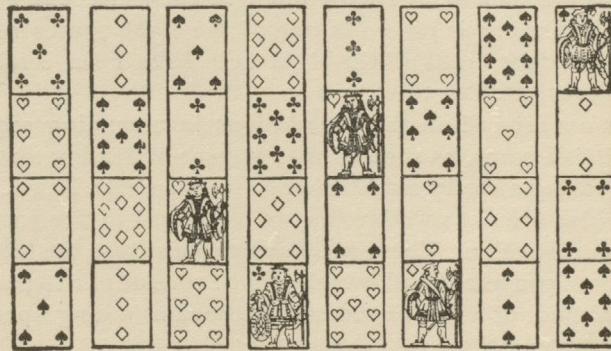
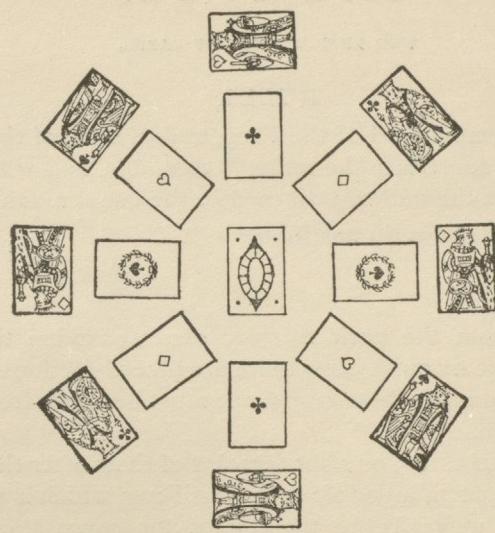
These thirteen cards, or what remains of them after the aces have been taken out, form a packet called the Frog, which is placed upon the table, face upwards, to the left of the space allotted to the foundations.

The cards are then dealt one by one, and each succeeding ace, as it appears in dealing, is placed in one of the eight spaces reserved for the foundations, until all the eight aces have been established in the spaces allotted to them.

Families are formed on the foundations in ascending sequence, and all suitable cards, as soon as they appear in dealing, should be played upon any already established foundation (see Law I.).

Cards which are not suitable may be arranged in five packets at the player's discretion. These five packets constitute the talon. In forming these packets the player should be careful not to play high cards upon those of a low denomination, such as a king upon a ten or an eight upon a three.

As every card, of which the Frog consists, will be needed to ensure success, omit no opportunity of playing a suitable card from it upon the foundations. No re-deal is permitted.



THE CONSTITUTION.

THE CONSTITUTION.

TWO ENTIRE PACKS OF CARDS.

RULES.

I. THE families on the foundations are formed exclusively from the Cabinet. All cards in the other divisions, pack, or talon, must ascend through each division till they reach the top before they can be played.

II. Cards in the three lower divisions may be placed in sequence on cards in the next division above them, and in this manner they may be transferred from one division to another till they reach the top.

III. When cards are placed in sequence in the CONSTITUTION the top card only of each sequence is available until its removal releases the one beneath.

IV. All sequences must be of alternate colors, and in descending line, *i. e.*, a red nine on a black ten, then a black eight, a red seven, and so on. Any number of cards may be so placed.

V. Each vacancy must be *at once* filled by a card from the division immediately below it; and as this rule applies equally to all the rows, a vacancy will thus be caused in the lowest row or People, which must be filled from the talon, or, when there is no talon, from the pack.

VI. The foundations must follow suit.

PLAY.

Take from the pack the kings, queens, aces, and the fifty-third card, usually called the *best bower*. The queens are to be thrown aside, and the other cards placed as in the pattern tableau.

The *best bower* (in the center) represents the PRESIDENT, and the eight kings the Supreme Court.

The eight aces form the foundation cards, and represent the Government.

The foundations are built up in families ascending to knaves.

Deal out four horizontal rows (beginning with the bottom row), each containing eight cards.

This forms the CONSTITUTION. Each row represents a separate division.

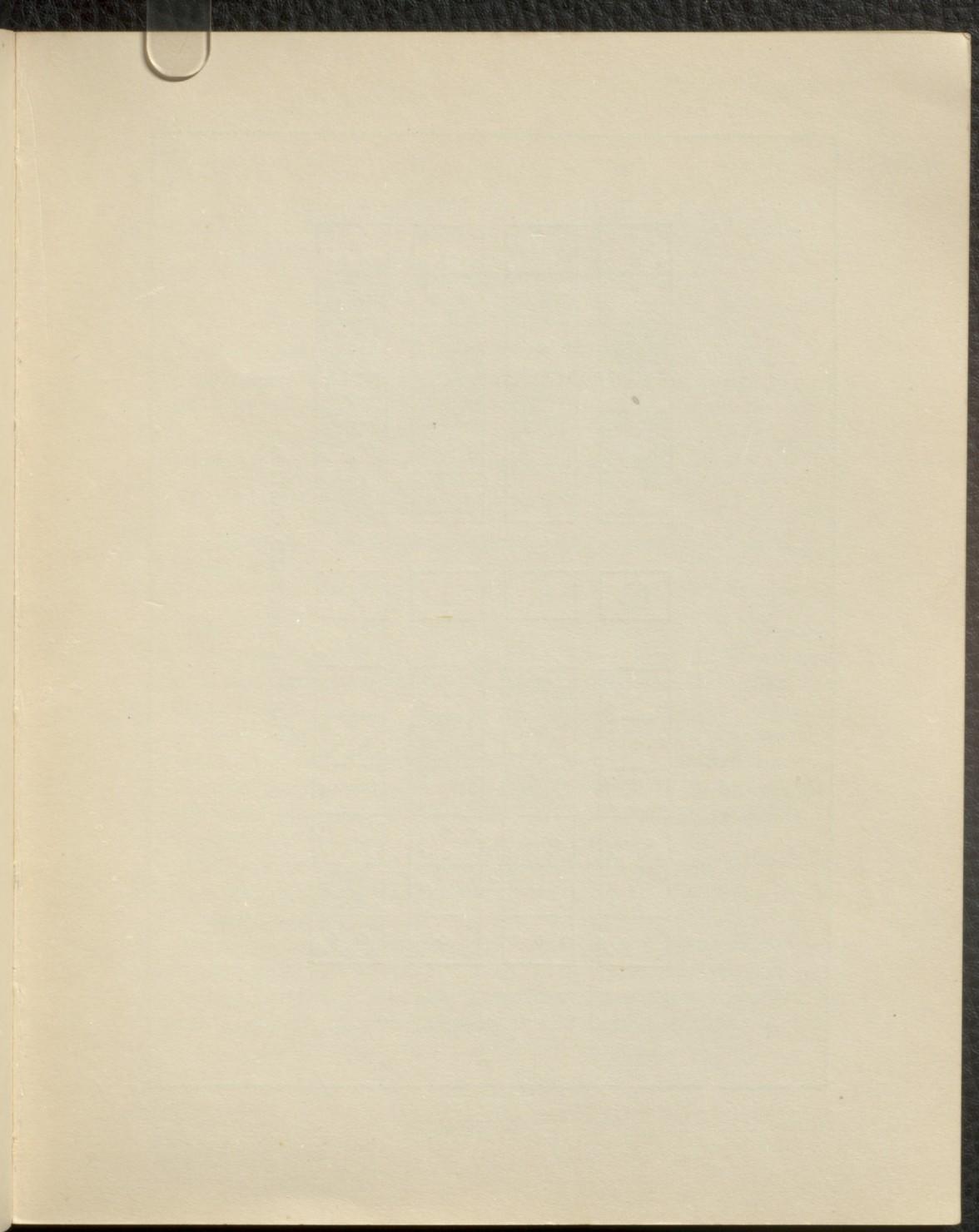
The first (or bottom row) is the People, the second the House of Representatives, the third the United States Senate, the last (or top row) the President's Cabinet.

When the tableau is complete, if any suitable cards are to be found in the Cabinet row, play them (Rule I.), immediately re-filling each vacancy as it is made (Rule V.).

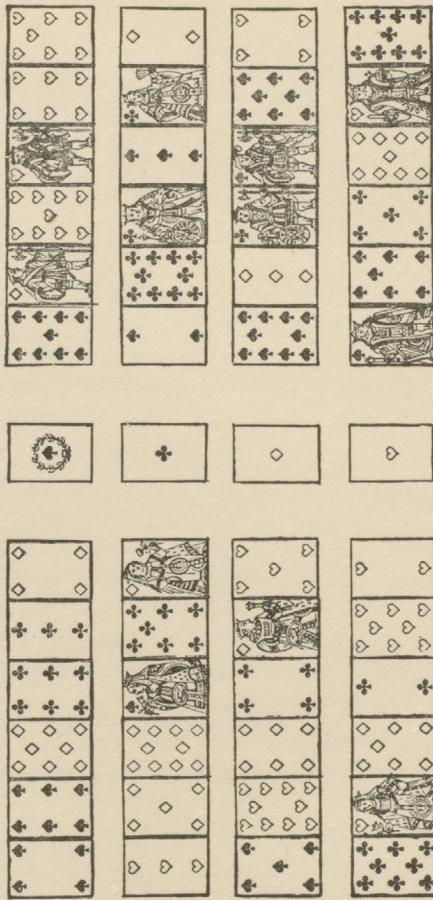
You must then examine the Constitution to see which cards may be most advantageously placed in sequence (Rules II. and IV.).

NOTE.—The success of this game depends chiefly on the play. In filling a vacancy choose the card (Rule V.) which has the most chance of reaching the top, or of being useful to cards in the row below it. It is often better to defer making a vacancy till a card turns up in dealing that is required.

When you have played all available cards and placed in sequence all that you wish, deal out the remainder of the pack, the cards not required to fill vacancies in the People forming the talon.



THE BELEAGUERED CASTLE.



THE BELEAGUERED CASTLE.

ONE ENTIRE PACK OF CARDS.

RULES.

I. ONLY the outside cards of each group are available, until, by their removal, the next ones are released, the principle being that no card can be used *that has another outside it*.

NOTE.—By "outside" is meant the cards on the right side of the rows in the right-hand group, and those on the left side of the left-hand group.

II. The foundations must follow suit.

III. Marriages are formed in descending sequence, but need not follow suit.

PLAY.

Take from the pack the four aces, and place them in a vertical row, as shown in the pattern tableau. These form the foundation cards, and families are built upon them, ascending in sequence to kings.

Deal out the remainder of the pack horizontally in two groups, beginning at the left side and dealing straight across each group. The two groups contain four rows, or series of six cards each, the four aces forming the boundary between the groups, as shown in the pattern tableau.

After the deal has been completed, examine the *outside* cards of either group, and if any suitable cards appear, play them on the foundations.

Next proceed to form marriages with the cards on the outside of either group (Rules I. and III.). The uppermost card of any marriage sequence may be transferred from outside packet to outside packet at will, provided Rules I. and III. are strictly

observed. It is in doing this that the skill of the player is chiefly displayed.

Great care must be observed in forming the marriages, so as not only to release the greatest number of suitable cards, but also, if possible, to use up one entire horizontal series of cards, in either of the groups, so as to form a lane. The success of the game entirely depends on these lanes. If, therefore, you succeed in opening out one, it is, as a general rule, more prudent not to re-fill it until by some fresh combination others can be made.

When a lane is to be re-filled, select any available card (Rule I.), and place it at the inner end of the lane. This card being an outside card, marriages may be formed upon it (Rules I. and III.).

There is no re-deal.

This is a difficult but absorbingly interesting Patience, being one of the few games wherein the element of chance is counterbalanced by the abundant opportunity afforded for skillful combination in play.

The following variations are sometimes played :

THE CITADEL.

In this variation the aces are *shuffled in the pack*, and are played to their appropriate places in the center as soon as they appear during the deal. All suitable cards which contribute toward building up the families on any of the foundations that may already have been placed, must also be played as they make their appearance.

When the deal has been completed, if any suitable cards have been played on the foundations, the tableau must necessarily present an irregular appearance. The deal is supposed to be divided into series of six consecutive cards in each, exclusive of the aces, these being played in their allotted spaces in the center as fast as they appear during the deal. If, however, in dealing any series of six cards (not counting the aces) a suitable card should appear, that card will be played at once on the foundation to which it

belongs, and that row will contain only five cards instead of six. It may happen that two (or more) cards in any one series may be suitable, and played accordingly. The series will then be just as many short of six, as there have been suitable cards in the series played upon the foundations.

In all other particulars this game is played according to the rules which govern THE BELEAGUERED CASTLE.

THE EXILED KINGS.

This variation is played in the same manner as THE CITADEL, with this one exception: When a vacant lane is to be re-filled only a king can be placed at the inner end of the lane.

PENELOPE'S WEB.

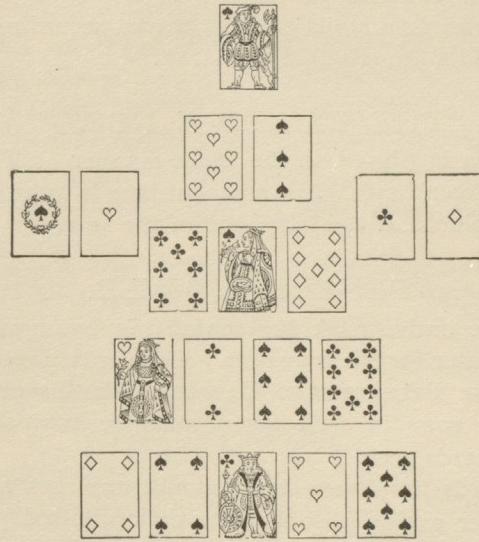
Deal out the entire pack horizontally in two groups, leaving space in the center for the four aces. The cards are to be dealt as directed in THE BELEAGUERED CASTLE, with this one exception, the two upper rows in each group must be composed of seven instead of six cards each.

After the cards have been dealt, should any aces appear on the outside of either group, play them to their allotted places in the center. Then play any suitable cards for continuing the families on the foundations.

Next proceed to form marriages as directed in the rules of THE BELEAGUERED CASTLE.

When a vacant space is to be filled, only a king can be placed at the inner end of a lane.

This, as its name indicates, is an excessively difficult Patience, but it may be rendered less perplexing by permitting the lane to be filled by any available card, as in the parent game, and even then it is Patience exhausted.



THE PYRAMID.

THE PYRAMID.

ONE ENTIRE PACK OF CARDS.

RULES.

I. Any card in the Pyramid, and the uppermost card of the talon, is available.

II. The foundations must follow suit.

PLAY.

Take from the pack the four aces, and place them as shown in the pattern tableau. These are the foundation cards, and families built upon them ascend in sequence to kings.

Next deal fifteen cards and place them in the form of a Pyramid. If any suitable cards appear in the Pyramid, play them on the foundations, and re-fill the vacant spaces from the pack.

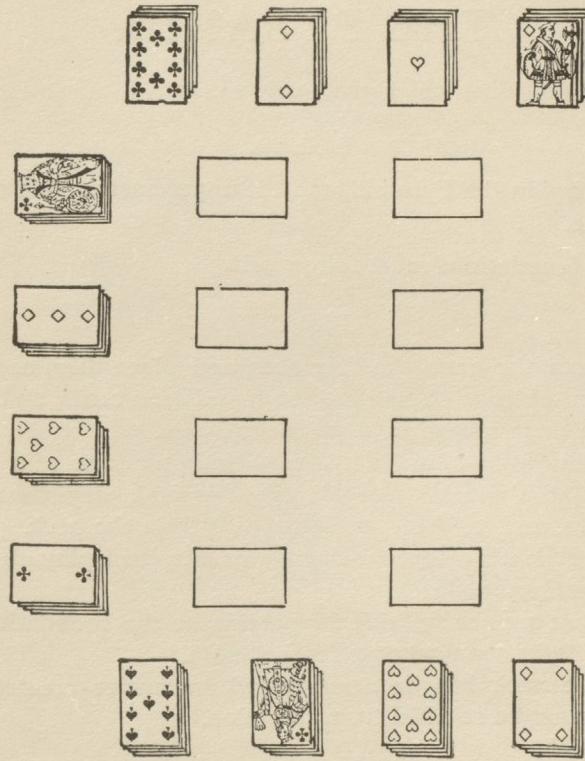
Continue dealing the cards one by one, and play all suitable cards upon the foundations.

Cards that are not suitable for playing on the foundations, must be laid aside in one packet to form a talon.

After the pack has been exhausted, vacancies created in the Pyramid must be re-filled from the talon.

No re-deal.

NAPOLEON'S SQUARE.



NAPOLEON'S SQUARE.

TWO ENTIRE PACKS OF CARDS.

RULES.

I. ONLY the uppermost card of each of the packets in the square is available, until, by its removal, the card underneath is released, but the whole of the square may be examined.

II. When a vacancy in the square is caused by the removal of an entire packet, the space may be filled by one card from the uppermost card of any of the packets in the square, or from the talon or pack, but this need not be done until a favorable opportunity occurs.

NOTE.—The game is sometimes played by filling the vacancies from the talon or pack only. This makes the Patience extremely difficult.

III. All the foundations must follow suit.

IV. Marriages must be formed in suit.

PLAY.

Deal out twelve packets, each consisting of four cards dealt together, so as to form three sides of a square, leaving space in the center for the eight aces. These are the foundation cards, and families are built upon them ascending in sequence to kings.

If any aces appear on the surface of the square, play them in their allotted places, as also any other suitable cards.

You next proceed to form marriages in a descending line with the cards of the square, subject to Rule I. As usual, great judgment must be exercised in making these changes, lest cards underneath should be blocked by a sequence of higher cards of the same suit. If this were to occur in two packets, *i. e.*, if in both cases

sequences, say of diamonds, blocked lower cards of the same suit, success would be impossible.

NOTE.—If after dealing the square two kings of one suit were found to be blocking two smaller cards of that suit, either the whole must be taken up and re-dealt, or one king must be slipped underneath.

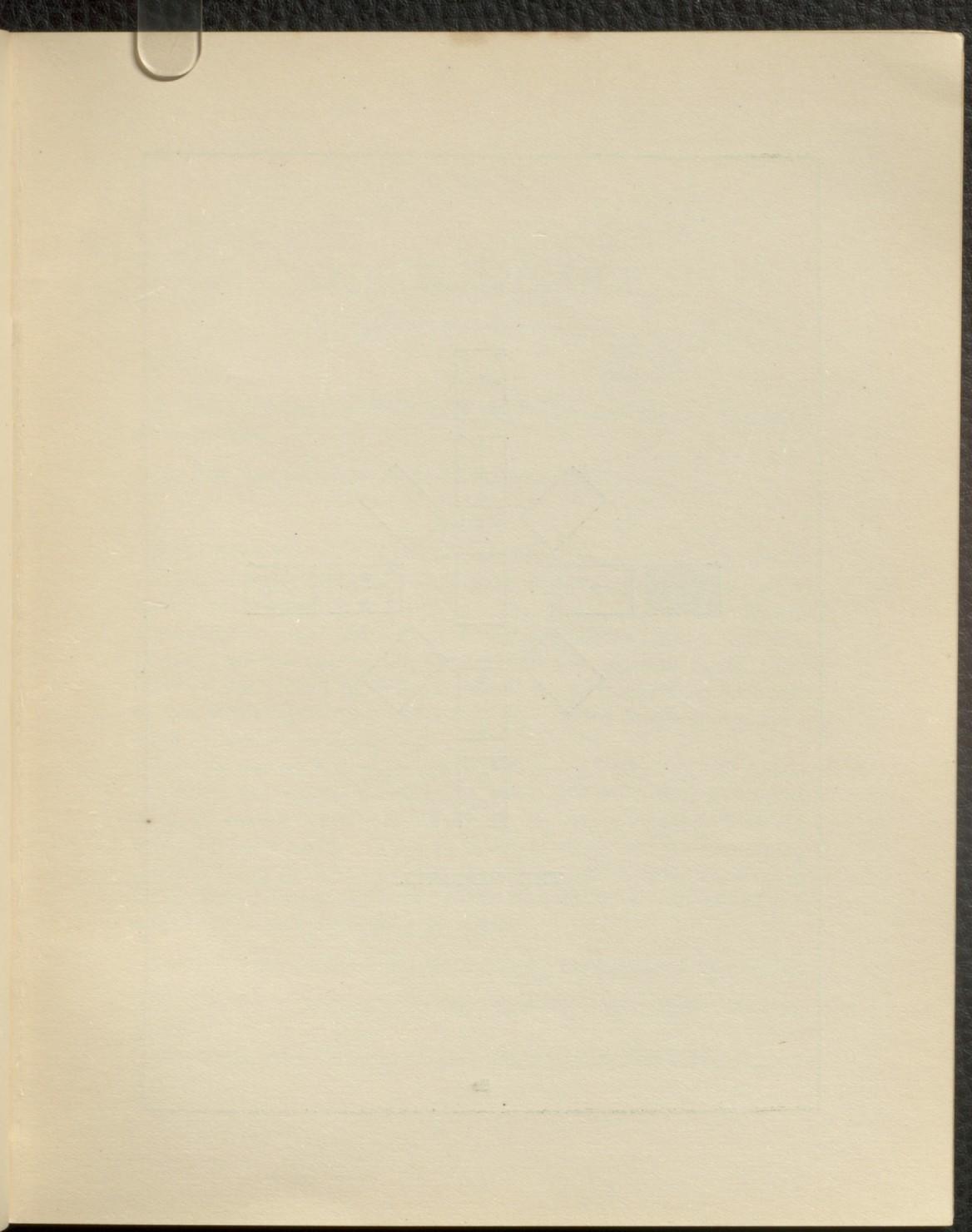
You now proceed to play out the rest of the cards, those that are not suitable for the foundations or for the sequences of the square being placed in a talon.

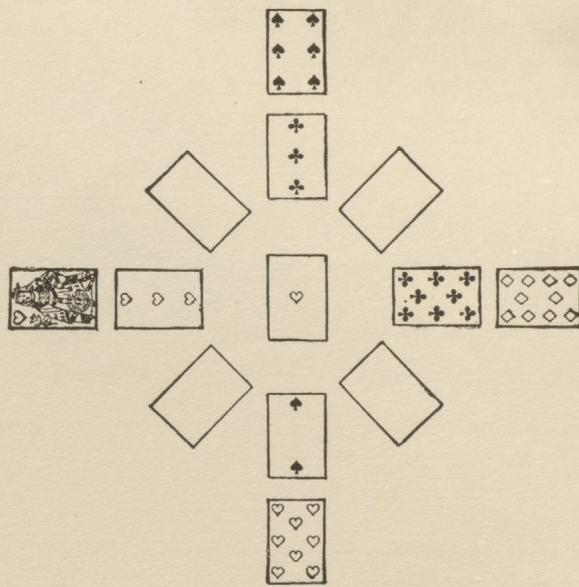
There is no re-deal.

THE COURT-YARD.

This variety of the foregoing game is played as follows :

Deal out a square of twelve *single* cards, then deal the rest of the pack as usual, the cards that are suitable being played on the foundations or married (in descending line) to those on the square, ready to be transferred to the foundations, the rest placed in a talon, and vacancies filled in the usual manner from the talon or pack *only*.





THE WINDMILL.

THE WINDMILL.

TWO ENTIRE PACKS OF CARDS.

RULES.

- I. ALL cards in the wings and the uppermost card of the talon are available.
- II. The five foundations do not follow suit.

PLAY.

Take from the pack one ace and place it in the center before you ; next deal out eight cards, grouping them round the ace to represent the wings of a windmill. The *first four kings* that appear in dealing are to be played in the four angles (see pattern tableau). These, with the center ace, form the five foundation cards. The families upon each of the four kings are to descend in sequence to ace, while upon the center ace four entire families are to be piled in sequences (Rule II.).

Having placed the center ace and the wings, take from the latter any kings for the foundations, or other suitable cards to play on them, or on the center ace, filling up the spaces so made from the cards in your hand. Then proceed to deal out the remaining cards, turning them one by one, playing all whose value admit of it on the foundations. The cards that cannot be so used are placed aside in one packet forming the talon.

NOTE.—The four families on the center ace each begin with ace and end with king.

It is better to play cards from the talon rather than from the wings.

Vacancies in the wings must be *immediately* re-filled from the pack or talon.

In forming the foundations, the uppermost card of either of the king packets may be transferred, if suitable, to the ace packet; but this privilege is limited to *one* card of each at a time, and may only be resorted to when the playing of that card would bring into immediate use any other available card of the wings or of the talon.

There is no re-deal.

THE QUADRILLE.

ONE COMPLETE PACK OF CARDS.

RULES.

- I. THE uppermost card of the talon is available.
- II. The foundations must follow suit.

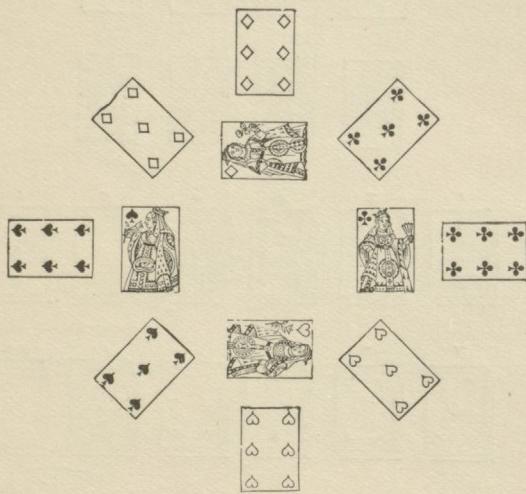
PLAY.

Deal out the cards one by one, forming a talon, until a queen appears, which is placed in the position assigned to it in the pattern tableau. Continue dealing until the four queens have been placed, then arrange in their allotted places the fives and sixes as they appear. See pattern tableau.

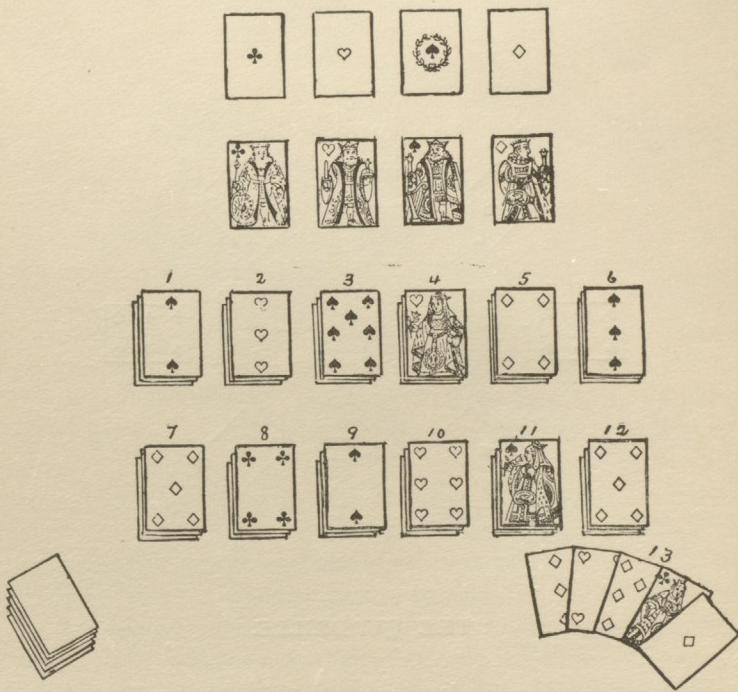
The fives and sixes are the foundations; families are built upon the fives in descending sequence (Rule II.), four, three, two, ace, and king. Upon the sixes the families are built in ascending sequence, seven, eight, nine, ten, and knave.

The Patience succeeds if the kings and knaves surround the queens.

Two re-deals are permitted.



THE QUADRILLE.



LEONI'S OWN.

LEONI'S OWN.

TWO ENTIRE PACKS OF CARDS.

RULES.

I. ANY card in the *thirteenth* packet, and the surface or uppermost cards of the remaining twelve packets, are available. By the removal of the top cards those beneath are released in the usual manner.

II. Each foundation must follow suit.

III. In re-dealing, the twelve packets are to be taken up in order, thus : commence with the *right-hand* packet in the upper row and take up (in succession) all the packets in that row, each succeeding packet being placed underneath. Then similarly commence with the *left-hand* packet in the lower row and gather up all the packets in that row. Between the two groups place the thirteenth packet if any cards of it remain.

NOTE.—Some players take up the packets and *shuffle* them previous to re-dealing, and this is, perhaps, the better plan.

PLAY.

Withdraw from the pack and place the four aces and four kings as in the pattern tableau. These are the foundation cards. The four aces in the upper row begin with deuces and ascend to kings ; the kings in the lower row descend in sequence to aces.

Before proceeding, read the following directions to the end :

Deal out thirteen cards in two horizontal rows, the thirteenth card being placed a little apart. Then deal out a second round of thirteen cards to cover the first, and continue thus to deal out successive rounds until the pack is exhausted, the cards in the thir-

teenth packet being so spread that the whole are visible, while the other twelve packets only show the surface card of each.

NOTE.—Some players do not spread the thirteenth packet.

But in dealing each several round the following order of play is to be observed :

Each card is to be called by the numerical order in which it is dealt, irrespective of its actual value (the knave counting eleven, the queen twelve, and the king thirteen). Whenever the *actual* value of any card corresponds to its number in the deal—that is, when an ace falls on the first packet, a five on the fifth packet, or a king on the thirteenth packet, that card is to be laid aside, face downwards, and is called the Exile (see tableau). When a card is thus laid aside, the next one in the pack must be placed in its stead and the deal continued as before, invariably banishing as Exiles all those cards whose value and conventional number agree ; each round begins with number one and ends with thirteen.

The whole of the cards having been thus dealt out, examine all the thirteen packets (Rule I.), and play any suitable cards on the foundations.

When no more can thus be played, take the uppermost card of the Exiles and (if not suitable for any of the foundations) place it underneath the packet to whose conventional number its own value corresponds ; *i. e.*, if the card is a five, slip it underneath the fifth packet, if a queen, under the twelfth, and so on. Then the top card of the same packet is to be treated in like manner (placed underneath the packet corresponding to its value), until by these changes of the surface cards a suitable one for any of the foundations is released. For instance, when you slip a card under any packet the uppermost or surface card of which may be employed to build up the families on the foundation, you must immediately stop and play the card thus released, and also any other cards that may be suitable. Thus, if you slip a seven under the seventh packet and the surface card of that packet is a five, and you can

use the five on any of the foundations, you must stop then and there and play the released five.

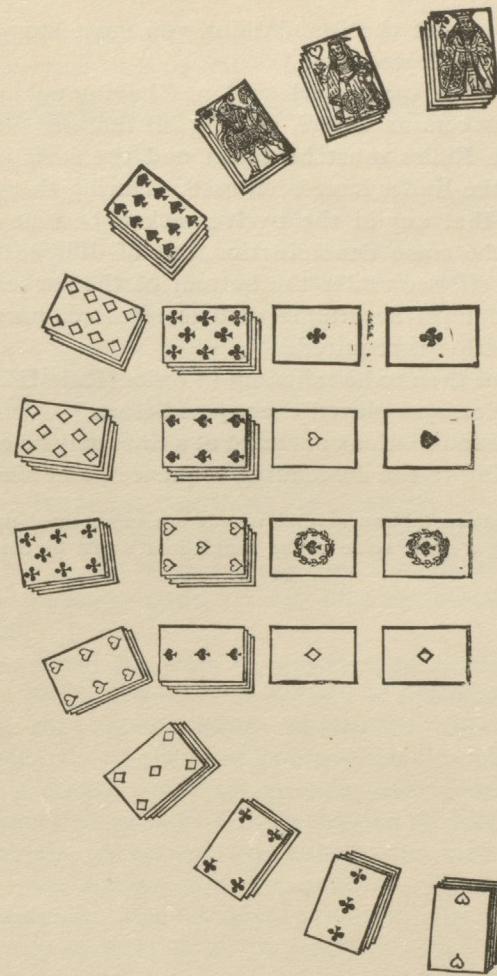
Having played the card so released, and having again carefully examined the packets as before, playing all that are suitable, the next card of the Exiles must be taken, and the same process repeated until all the Exiles have been used. During this operation, should it occur that any of the twelve packets become composed of cards all of the same denomination, but of different suits, the top card may be slipped under the bottom of the packet, and this may be repeated until a suitable card is released, provided one of that denomination is required.

The packets are then to be taken up in order (Rule III.), re-dealt (if necessary) twice, and played exactly as before.

In forming the foundations one card at a time may be exchanged from the ascending to the descending sequences, and *vice versa*.

NOTE.—In the pattern tableau several rounds are represented to have been dealt, but in playing a game some of the foundations would by that time have been begun.

THE CHATELAINE.



THE CHATELAINE.

TWO COMPLETE PACKS OF CARDS.

RULES.

I. THE uppermost card of any of the four auxiliary packets is available. If no suitable card can be found on the auxiliary packets, then, and *only* then, are you permitted to draw on the cards in the Chatelaine for suitable cards.

NOTE.—It would be poor play to use cards from the Chatelaine when the uppermost cards of the auxiliary packets could be employed for the same purpose, even if this be permitted by the rule, for unless the auxiliary cards are well distributed, the Patience can not be successful.

II. The foundations do not follow suit.

PLAY.

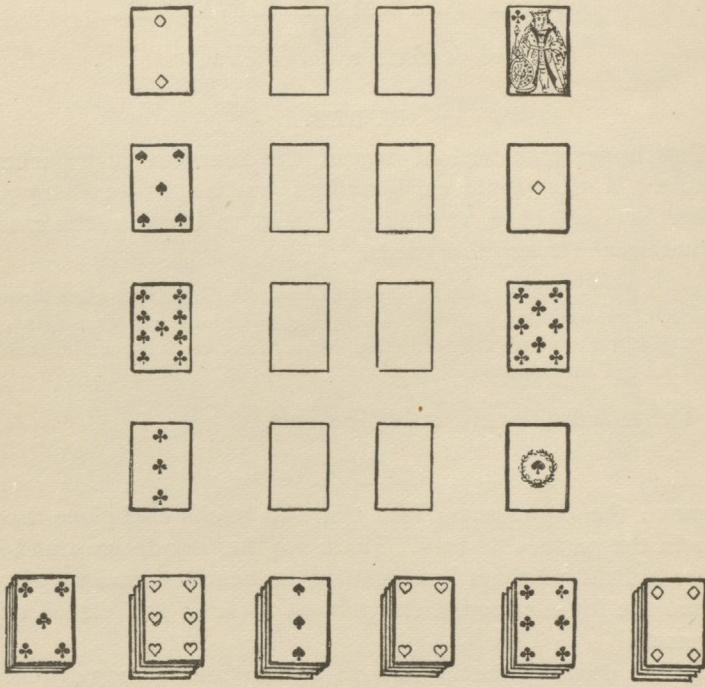
Remove the eight aces from the two packs and place them as shown in the pattern tableau. These are the foundations, and families are built upon them in ascending sequence regardless of suit.

Above the foundations, arrange in a row four packets of twelve cards each.

Continue dealing the cards one by one and arrange them in a semicircle of twelve packets, thus : all the twos are placed, as they appear, in the left-hand packet, the threes in the next, and so on up to the kings on the right. This semicircle is called the Chatelaine.

After the cards have all been dealt, build up the foundations (Rules I. and II.), the object of the Patience being to build the families from the ace up to the king.

No re-deal.



LA NIVERNAISE.

LA NIVERNAISE.

TWO ENTIRE PACKS OF CARDS.

RULES.

I. THE Line is to consist of six packets, of which the uppermost card of each is alone available, until by its removal the one beneath is released—*the card which is uppermost at the time being always the available one*.

II. As many cards in each of the packets forming the Line may be examined as there are vacancies in the Flanks.

III. All foundations must follow suit.

IV. In re-dealing, the Line packets must be taken up in succession, beginning on the left; then the whole together turned, and re-dealt as before.

PLAY.

Place two perpendicular rows of four cards each, called Flanks, leaving space in the center for four aces and four kings of different suits. These, when they can be played, form the foundation cards, and families are built upon them, the kings descending in sequence to aces, the aces ascending in sequence to kings.

You next deal from left to right six packets, each composed of four cards dealt together, and placed in a horizontal line underneath. These packets are called the Line, and will receive successive additions.

If any of the foundation cards appear on the surface of the Line, or on the Flanks, play them in the spaces reserved; as also any other suitable cards subject to Rule I., taking, however, in preference, cards from the Flanks, as the vacancies so made are most important.

NOTE.—So necessary to success are these vacancies that, if after dealing the first round of the Line none have been made, it is scarcely worth while to continue the game.

They may be filled from the pack or from the Line, but it is never prudent to fill up all vacancies ; one at least should be left.

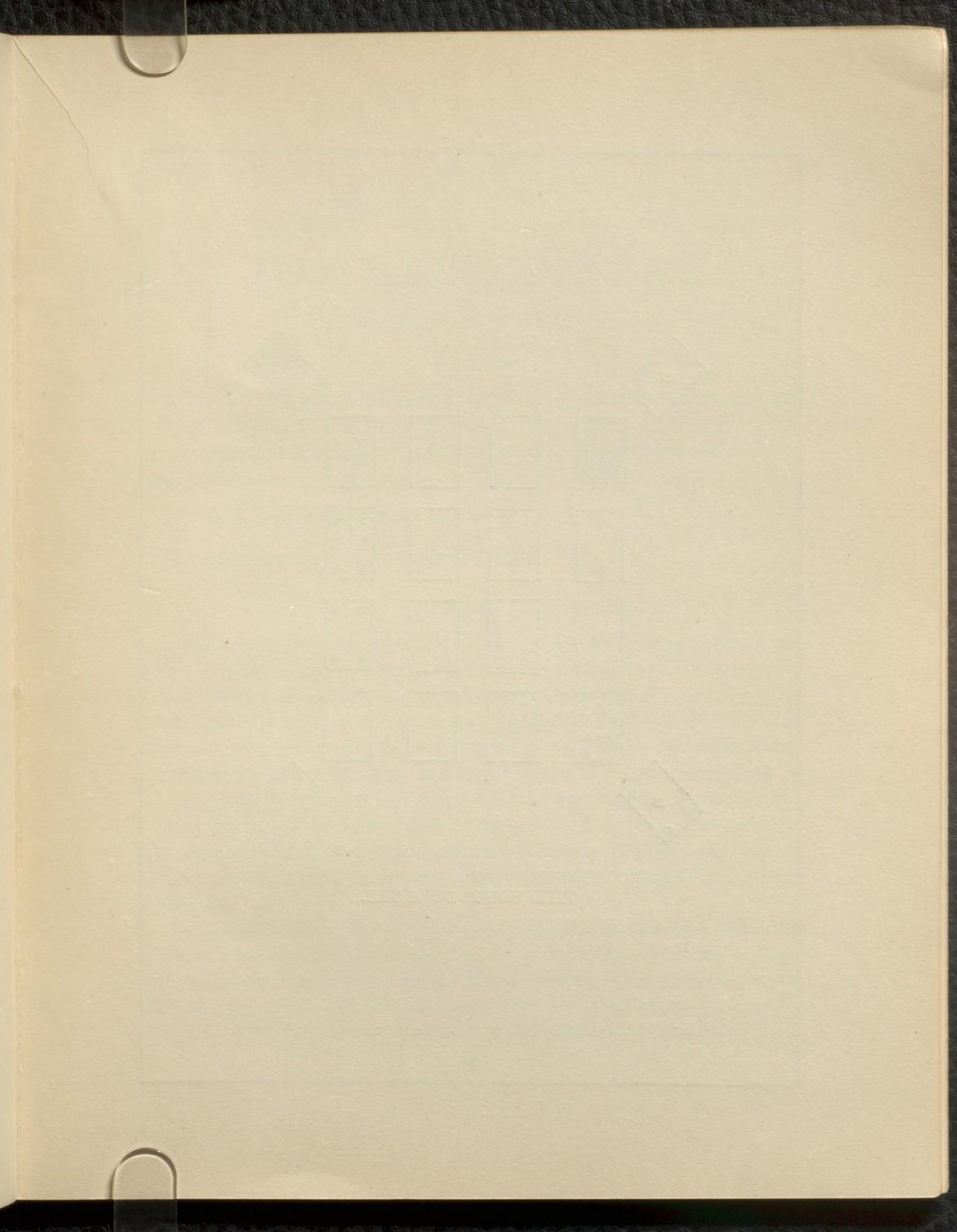
When cards are taken from the Line packets, they must not be replaced by cards from the pack until an entire packet has been exhausted, which is *then* replaced by four cards from the pack. This rule applies to each several round.

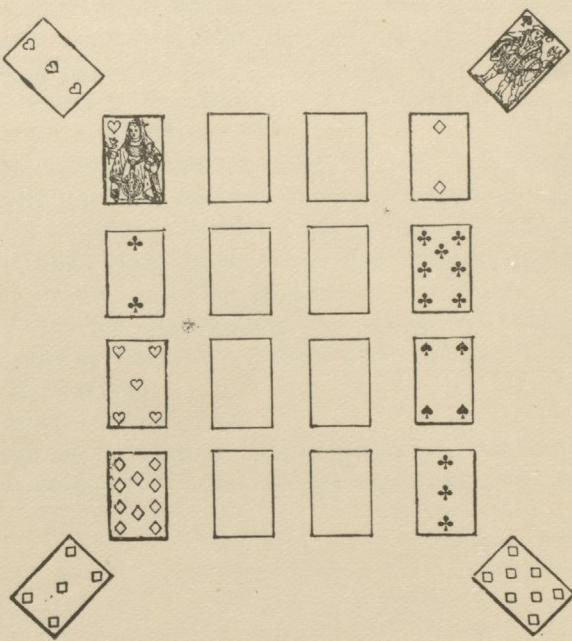
When the resources thus far are exhausted, deal a second round of four cards together, on each of the Line packets as before, and continue thus to deal successive rounds until all the cards are dealt out, but between each round pause and examine the Line (Rule II.) and the Flanks, and play all available cards.

The whole of the pack having been dealt, and further progress at an end, take up the Line as prescribed in Rule IV., re-deal, and play exactly as at first.

Two re-deals are permitted.

In forming the foundations, one card at a time may be exchanged from the ascending to the descending sequences, and *vice versa*.





THE FOUR CORNERS.

THE FOUR CORNERS.

TWO ENTIRE PACKS OF CARDS.

RULES.

- I. AFTER the deal is completed, the uppermost card of each packet is available, and may be placed on *any of the foundations*, the card underneath being released as usual by the removal of the one that covered it.
- II. Each foundation must follow suit.
- III. Marriages must be formed in suit.

PLAY.

Deal out twelve cards as in the pattern tableau, beginning on the left. Place the top corner card, then the four side-cards, lastly the lower corner card; repeat this process on the right hand, beginning with the top corner, and leaving space in the center for the foundation cards. These will consist of four aces and four kings of different suits, families are built upon the aces ascending in sequence to kings, and the kings descending in sequence to aces.

Having dealt the first round of twelve cards, proceed to deal out the entire pack in successive rounds covering the first one, but in dealing each several round the following method must be strictly observed.

The eight foundation cards as they appear in the deal (whether they fall on the corner or on the side packets) are to be at once played in the space reserved for them, and on these may be played any suitable cards which in dealing fall on *either of the four corner packets*; but when a card (otherwise suitable) falls on either of the

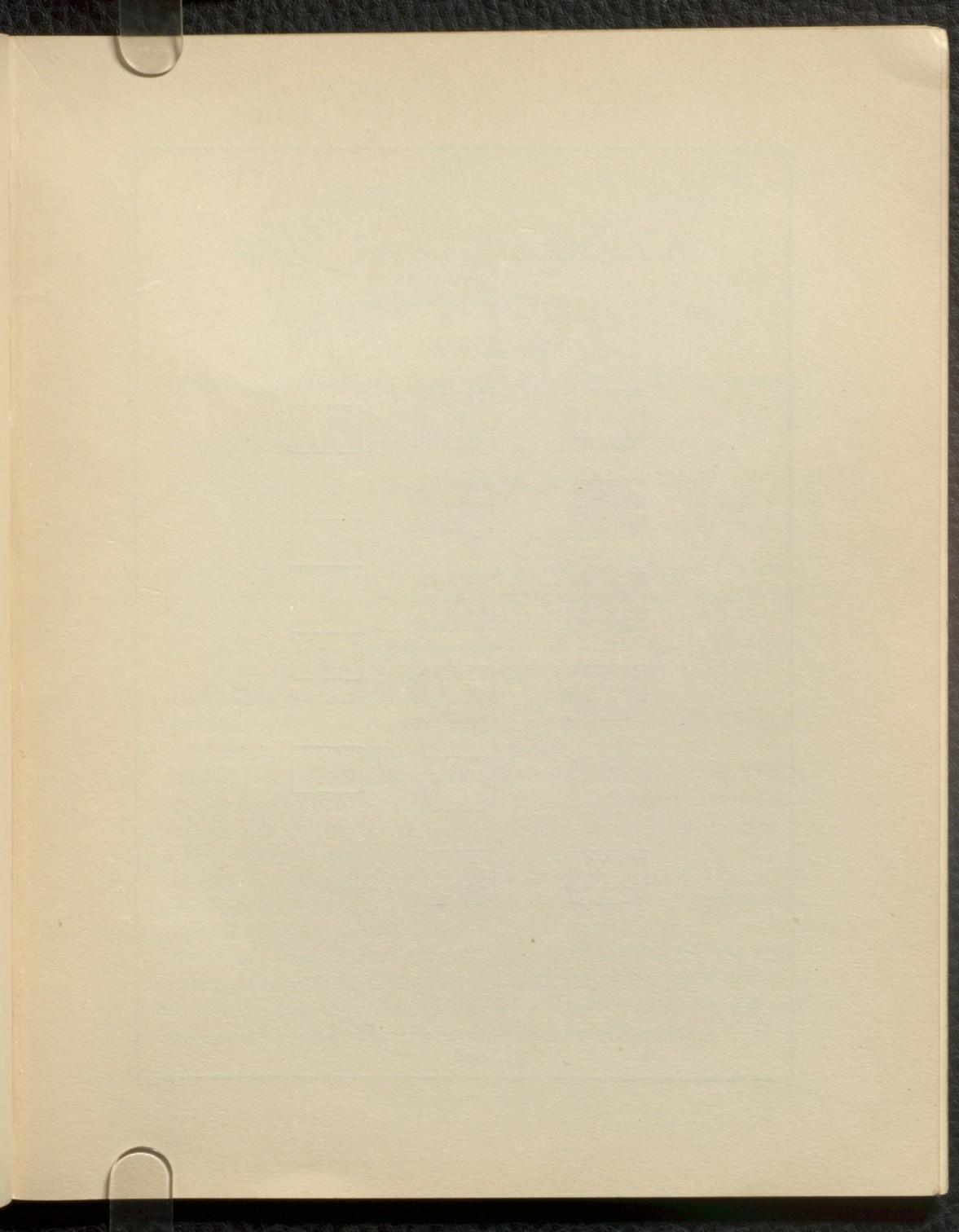
side packets it may not be played unless the foundation to which it belongs happens to be the one *immediately adjoining the side packet on which that card fell in dealing*.

NOTE.—Whenever in dealing a card is withdrawn to place on one of the foundations, the next card in the pack is placed in its stead.

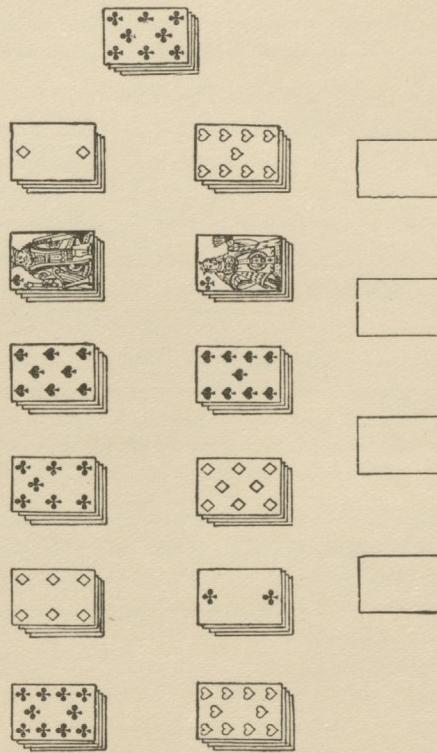
After the entire deal is completed these restrictions cease, all suitable cards may now be played, subject to Rule I., and marriages, both in ascending and descending lines, may be made with cards on the surface of the twelve packets ; great care must, however, be taken in making these marriages, lest in releasing one card you block another that is equally required. The contents of each packet should be carefully examined, and only those marriages made which release the greatest number of suitable cards.

NOTE.—The sequences thus made may be reversed if required, viz.: if one of the packets contained a sequence, beginning with deuce and ascending to eight (this being, of course, the top card), and one of the other packets had at the top a nine of the same suit, the eight might be placed on the nine, the rest of the sequence following, till the deuce became the top (or available card).

When all possible combinations have been made, and further progress is impossible, the twelve packets may be taken up in order, beginning on the left, re-dealt, and played exactly as before. If necessary, there may be two re-deals.



THE BAKER'S DOZEN.



THE BAKER'S DOZEN.

ONE ENTIRE PACK OF CARDS.

RULES.

- I. The uppermost card in each of the thirteen packets is available.
- II. The foundations follow suit.
- III. Marriages need not be formed in suit.

PLAY.

Deal out the whole pack in thirteen packets of four cards each, face downward. As each packet is completed the uppermost card is turned face up.

If a king appears on the surface of any of the packets as first dealt, or subsequently in play, it immediately must be placed at the bottom of the packet in which it appears.

The four aces form the foundation cards, and families are built upon them ascending in sequence to kings.

When the deal is complete, if any foundation cards should appear upon the surface of the packets play them at once in the spaces reserved, and also any other suitable cards ; then marry in descending line without regard to suit.

As soon as the uppermost card in a packet is employed either to build on a foundation or form a marriage, the next card in the packet must be turned face up.

When any one of the thirteen packets is exhausted, the space it occupied cannot be re-filled. It is not, therefore, good policy to play out the last card of a packet when it can be avoided, and thus diminish the number of places upon which marriages can be formed.

THE ORDER OF PRECEDENCE.



THE ORDER OF PRECEDENCE.

TWO ENTIRE PACKS OF CARDS.

RULE.

THE foundations do not follow suit.

PLAY.

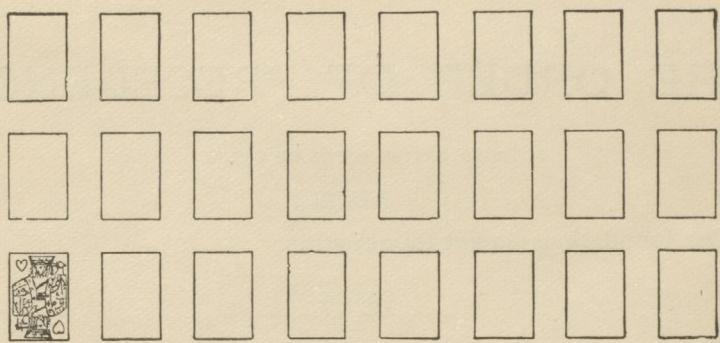
Withdraw from the pack one king, and place it on the table; then deal out the cards, one by one (thus forming a talon), until a queen appears. As soon as a queen is dealt, place it to the right of the king. Continue dealing, and when a knave appears, place it to the right of the queen, and after that in continuous order to the right of the knave, a ten, nine, eight, seven, and six. See pattern tableau.

These cards form the foundations, and families are built upon them in descending sequence.

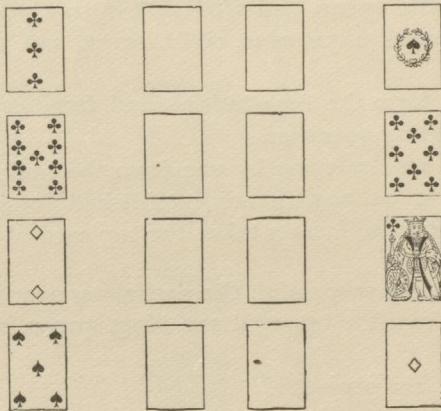
As the cards are dealt one by one from the pack, those not suitable for playing on any already established foundation, are laid aside in one packet to form a talon, the top card of which is always available.

If the Patience is successful, the packets appear in regular order of precedence from the imperial ace, king, queen, etc., down to the plebeian seven.

Two re-deals are permitted.



THE SALIC LAW.



THE CONGRESS.

(See page 104.)

THE SALIC LAW.

TWO ENTIRE PACKS OF CARDS.

RULES.

I. ONLY the card on the surface of either of the king packets is available, until its removal as usual releases the one beneath, but all the cards in each packet may be examined.

II. The foundations do not follow suit.

PLAY.

Take from the pack and place one king to begin the line of eight kings, that are to be successively placed in a horizontal row as they appear in the deal. On this first king you place all the cards as you deal them until the next king appears. You now place the cards as you deal them upon this second king, and you continue thus to deal out the whole pack, always heaping upon the last king that has appeared all the cards as they are dealt.

The eight aces are to form the foundation cards, and families are built upon them ascending in sequence to knaves (Rule II.). When, in the course of the deal, any aces appear, they are to be immediately placed in a line above the king packets, and upon them any suitable cards (Rule I.), and when the queens appear they are to be placed in a row above the foundations. The queens are merely placed to complete the final tableau, which, if the Patience succeeds, consists of the eight queens above, the eight knaves finishing the foundations in the center, and the eight kings below. You must continually examine the surface of the king

packets to play any suitable cards on the foundations, and in so doing endeavor to free some of the kings entirely, for when the deal is ended you are allowed to place one card from any of the other packets (Rule I.) on each king, and you must, of course, choose those cards that will release the greatest number of suitable cards for the foundations, for which purpose the whole packets may be examined. In this consists the entire play.

There is no re-deal.

THE CONGRESS.

TWO ENTIRE PACKS OF CARDS.

RULES.

- I. THE uppermost card of the talon, and of each of the eight packets in the Columns, is available.
- II. The foundations must follow suit.
- III. Marriages must be formed in descending sequence, but need not follow suit.

PLAY.

Deal off eight cards and arrange them in two vertical Columns of four cards each, reserving sufficient space between these two Columns for two other perpendicular rows of four aces each, as seen in the pattern tableau (page 102).

The aces are the foundations, and families are formed upon them in ascending sequence.

As soon as the eight cards in the Columns have been placed, examine them, and if any are aces, play them in the spaces reserved for the foundations. Also see whether any of these cards are suit-

able to play upon the foundations, or to form marriages upon each other ; and if so, play them at once. Vacancies in the Columns must be immediately re-filled from the pack.

Next deal the cards one by one, and place the aces, as they appear, in their allotted places, and play all suitable cards upon such foundations as may already have been established. Marriages may be formed upon any of the eight auxiliary cards composing the Columns (Rule III.).

Cards that are not suitable for playing upon the foundations, or to form marriages, must be laid aside in one packet to form a talon.

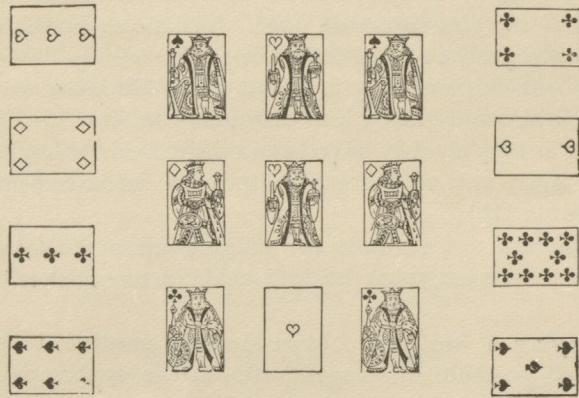
After playing a card, and before dealing another, be watchful, and form all possible marriages between the uppermost cards of the eight packets, and play all suitable cards that may thus have been released upon the foundations.

All vacancies must be filled from the talon, if there be one ; if not, then from the pack.

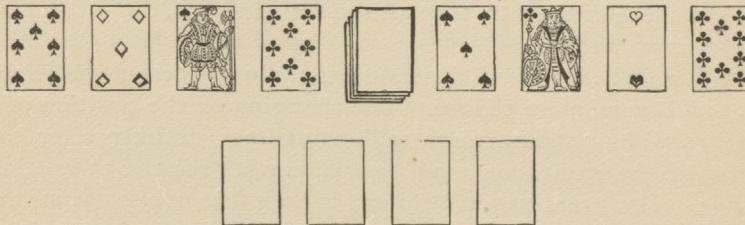
When forming marriages it is well to place the cards partially over one another, so as to keep all the suits in view.

There is no re-deal.

This is a Patience which depends largely for success on judicious play, and less on mere chance. The changing of the position of a single card by intermarriage will sometimes entirely alter the chances of the game, and render possible what seemed at first impossible. The greatest watchfulness is therefore necessary, all the cards of the eight packets being constantly in view, and capable of constantly recurring new combinations.



THE SULTAN OF TURKEY.



THIRTEEN DOWN.

(See page 108.)

THE SULTAN OF TURKEY.

TWO ENTIRE PACKS OF CARDS.

RULES.

- I. ANY card in the Divan is available.
- II. The foundations must follow suit.

PLAY.

Withdraw from the pack and place the eight kings and one ace of hearts as in tableau.

The center king of hearts is called the Sultan, and remains alone. The other seven kings, with the ace of hearts, form the foundation cards. Each of these seven kings begins with ace, and ascends in sequence to queen. The ace of hearts ascends in the same manner, so that all the eight packets surrounding the Sultan end with queens.

You next deal out eight cards, four on either side (see pattern tableau). These constitute the Divan. From this Divan you can play any suitable cards on the foundations, and having done so, proceed to deal out the remainder of the pack, turning the cards one by one, those that are not suitable for the foundations being laid aside in one packet forming the talon. Vacancies in the Divan must be immediately re-filled from the talon, or, when there is no talon, from the pack.

The talon may be taken up, shuffled, and re-dealt, if necessary, twice.

THIRTEEN DOWN.

ONE ENTIRE PACK OF CARDS.

RULES.

I. Any card in the Wings (that is, either of the four cards on the right or left of Thirteen Down), and the uppermost card of the talon, is available.

II. The foundations must follow suit.

PLAY.

Separate thirteen cards from the pack and lay them upon the table, face down. This packet is called Thirteen Down.

Take from the top of the pack four cards and place them in a horizontal row, to the left of the Thirteen Down. Similarly deal four cards to the right of the same (see pattern tableau, page 106).

After the tableau has thus been formed, the next card on top of the pack is turned to determine the denomination of the foundations, and this card must be played in one of the four spaces allotted for the foundations.

After the denomination of the foundations has been determined, examine the Wings, and if any foundations appear play them in the spaces reserved for them, as also any suitable card that may be employed to build up any foundation already established (Rule II.).

The remaining foundations are played in the spaces reserved for them whenever they appear during the deal.

When a vacancy occurs in the Wings it must be re-filled by placing the uppermost card of the Thirteen Down in the vacant space.

When all suitable cards in the Wings have been played, and the vacant spaces re-filled, continue dealing the cards one by one, play-

ing all suitable ones on the foundations. The cards that can not be thus employed are laid aside in one packet to form a talon.

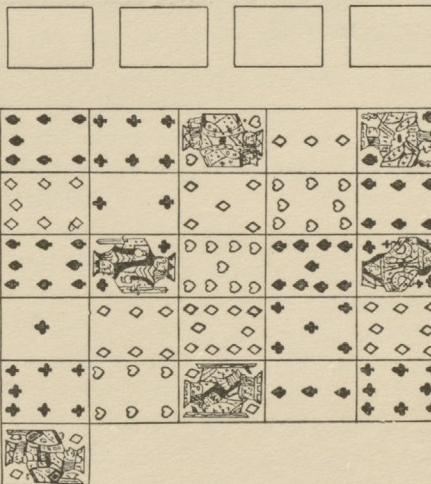
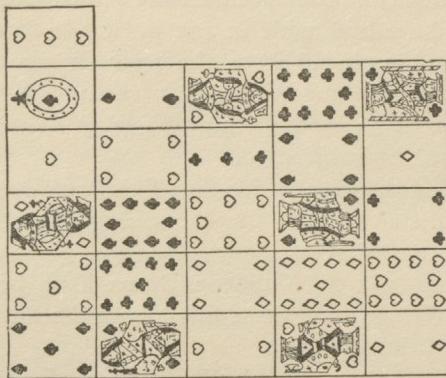
Whenever a card is played from the pack on any of the foundations, carefully examine the Wings to ascertain whether they contain any suitable cards, and if they do, play them, re-filling the vacant spaces as already directed.

When twelve of the cards in the Thirteen Down have been played, it is permitted to turn the remaining thirteenth card face up, and it becomes available.

When all the cards in the Thirteen Down have been exhausted, the spaces in the Wings must be re-filled from the talon, and if there is no talon, then from the pack.

When the foundations are all built up, no cards remaining in the Thirteen Down or Wings, the Patience is accomplished.

Two re-deals are permitted.



THE FORTRESS.

THE FORTRESS.

ONE ENTIRE PACK OF CARDS.

RULES.

I. ONLY the outside cards of each group are available, until by their removal the next ones are released, the principle being that no card can be used *that has another outside it*.

NOTE.—By “outside” is meant the cards on the right side of the right-hand group, and those on the left side of the left-hand group.

II. The foundations must follow suit.

III. Marriages must be in suit, but may be formed both in ascending and descending sequence.

PLAY.

Deal out the entire pack horizontally in two groups, as in the pattern tableau, beginning at the left hand, and dealing straight across each group, leaving space in the center for four aces. These, when they can be played, form the foundation cards, and families are built upon them ascending in sequence to kings.

Should any aces appear on the *outside* of either group, play them in their allotted places, as also any other suitable cards for continuing the families of the foundations (Rules I. and II.).

You next proceed to form marriages, both in ascending and in descending lines, with cards on the outside of *both* groups (Rule I.). But this must be done with extreme care, so as not only to release the greatest number of suitable cards, but also, if possible, to use up one entire horizontal row of cards to form a lane. The success

of the game entirely depends on these lanes. If, therefore, you succeed in opening out one, it is more prudent not to re-fill it, until by some fresh combination others can be made.

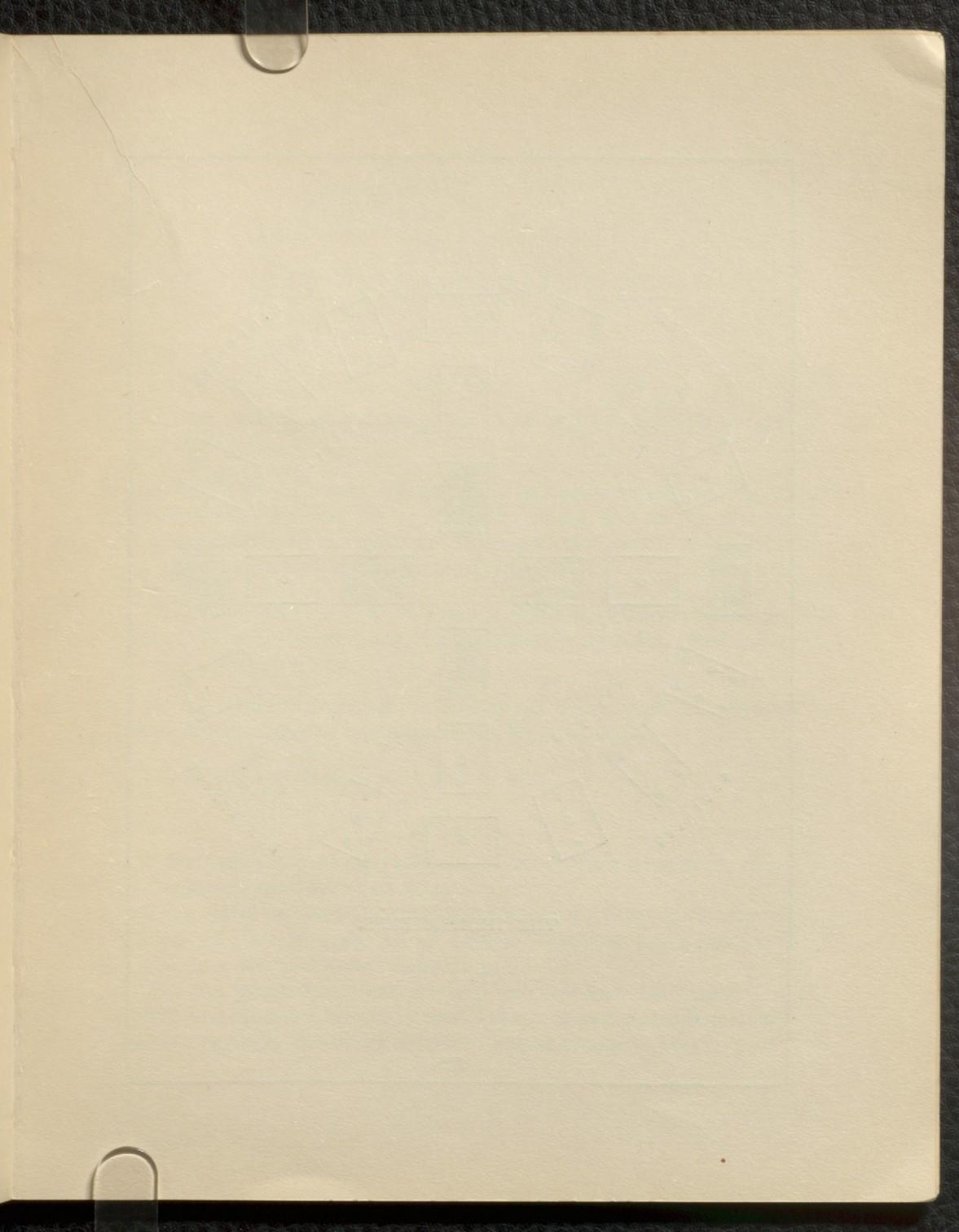
When a lane is to be re-filled, select any available card (Rule I.), and place it at the inner end of the lane, and along it any others in sequence of the same suit, the last card being of course the available one.

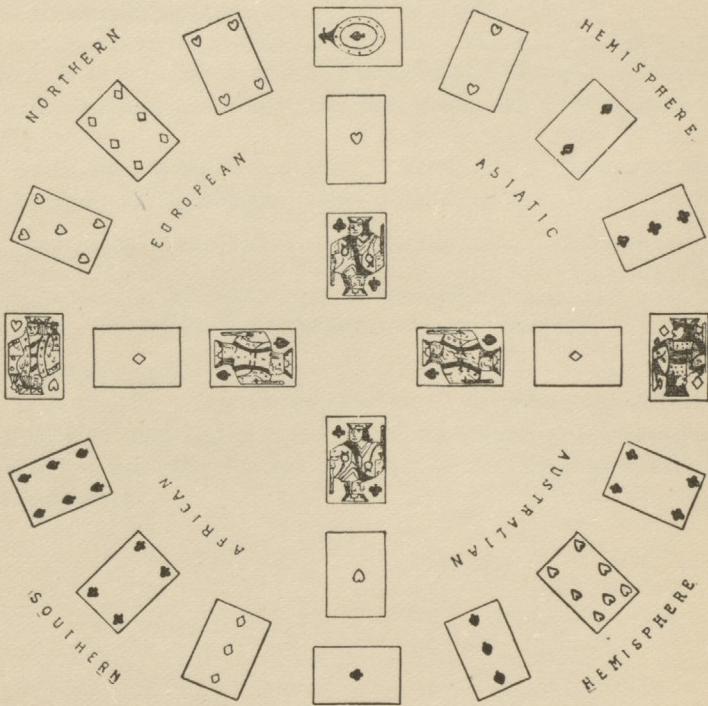
One great use of these lanes is, to reverse any sequences that have been made by marriages in the ascending line.

NOTE.—Supposing you have placed upon a deuce a sequence ending with eight; place the eight at the inner end of the lane, the other cards following in succession till the deuce becomes the outside card. When there are more cards in the lane than the original number they can be placed partly over each other.

There is no re-deal.

This is one of the most interesting of all the games of Patience, as it admits of such infinite variety of combination that constant opportunity is afforded for the exercise of foresight and the display of judgment.





THE HEMISPHERES.

THE HEMISPHERES.

TWO ENTIRE PACKS OF CARDS.

RULES.

I. ONLY cards that belong to their proper hemisphere are available.

II. Cards of the wrong colors may be *exchanged* into their proper hemispheres whenever the opportunity occurs, and at the end of the game, when all the cards are dealt, and the talon is exhausted, they may be *transferred without an exchange*.

III. Cards may only marry those belonging to their own Race, but cards from the talon may marry those of any Race. Marriages must be formed in suit.

IV. The barriers cannot be moved till the end of the game, when they are played to complete the foundations.

V. All the foundations must follow suit.

PLAY.

Take from the pack and place as in the pattern tableau the four red aces and the four black kings.

Then place *crossways* a king of hearts and a king of diamonds, an ace of clubs and an ace of spades. The four latter cards are, called barriers, and divide each Race.

The four black kings and the four red aces form the foundation cards, and families are built upon them, the aces ascending in sequence to kings, the kings descending in sequence to aces.

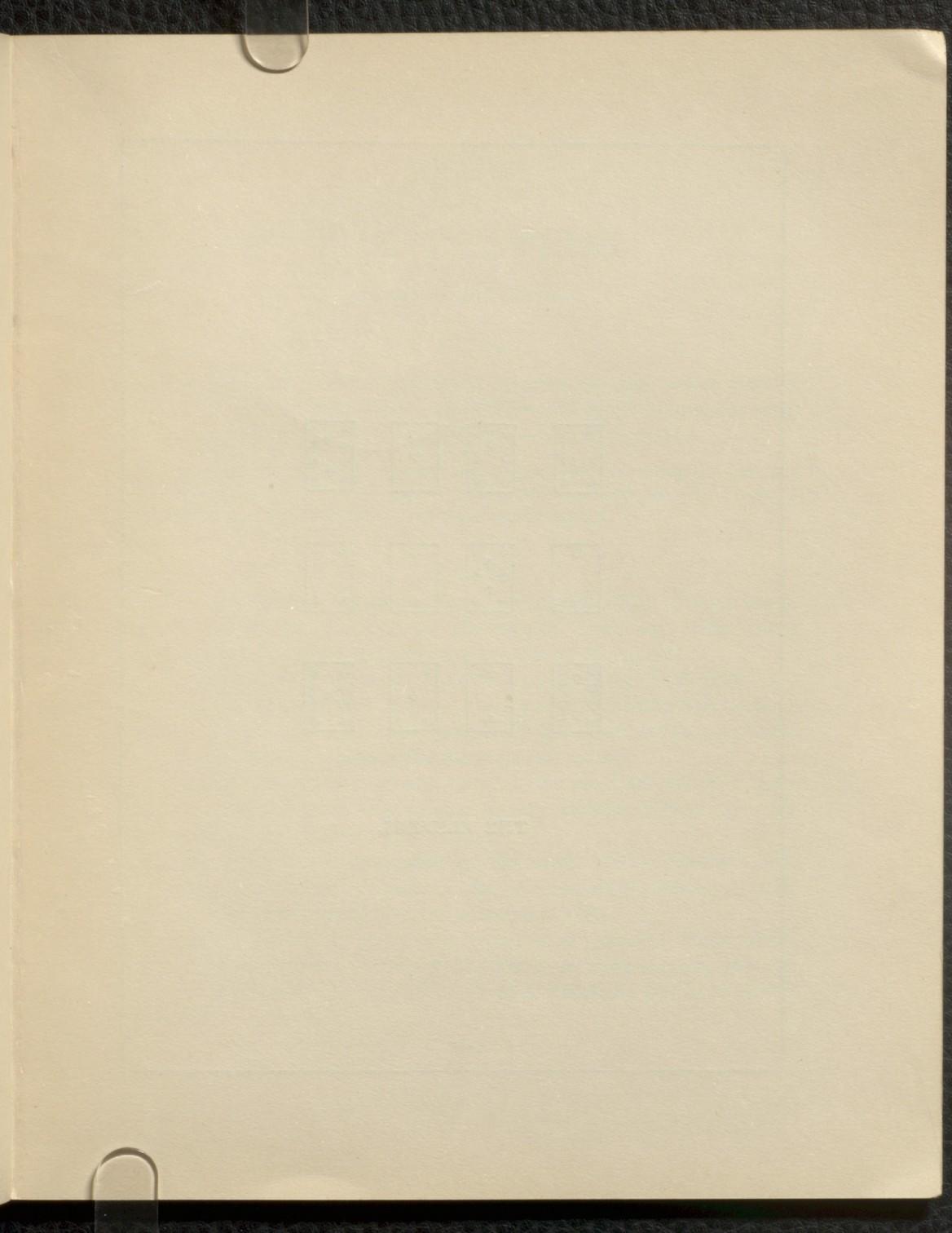
The red cards representing Europeans and Asiatics should inhabit the northern hemisphere, the black cards representing Australians and Africans the southern; but it is obvious that in dealing and re-filling vacancies, cards will often be found in the wrong hemispheres, *and while there they cannot be used in any way.*

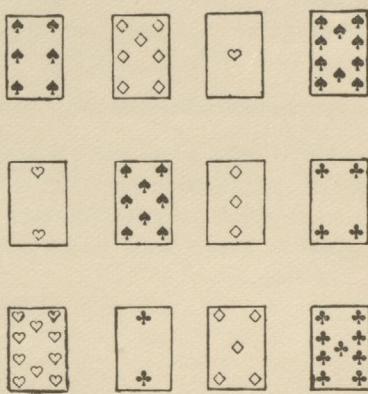
Having placed the foundations and the barriers, deal out (from left to right, beginning from the king of hearts) a circle consisting of three cards between each barrier. These represent the four Races. From these Races you play, marry and exchange all available cards, subject to Rules I., II., III., and V.

NOTE.—The red suits marry in descending, the black in ascending line.

This done, you deal out the remainder of the pack, first re-filling vacancies in the Races (proceeding from left to right, as in the original deal) and then playing all suitable cards. The rest form the talon, from which cards may marry those in the circle, subject to Rules I. and III.

There is no re-deal.





THE ELEVENS.

THE ELEVENS.

ONE ENTIRE PACK OF CARDS.

RULE.

ANY *two* cards whose aggregate number of pips make exactly eleven are foundation cards. A single card must be played, from the pack, upon each of the cards composing such pairs.

NOTE.—The ten and ace, nine and deuce, eight and three, seven and four, and the six and five, shown in the pattern tableau are all *Elevens*, since the combined number of pips on any of those pairs make exactly eleven.

PLAY.

Deal out twelve cards in three horizontal rows of four cards each. If, during the deal of the twelve cards any court cards should appear, place them on the bottom of the pack.

The court cards are to be placed on the bottom of the pack only during the deal of the original twelve cards forming the tableau. After the tableau has been completed the court cards are played on the foundation packets the same as any others.

Having placed the tableau, note all the Elevens and play upon them; continue to do this so long as any Elevens appear upon the surface of the packets. (See Rule.)

If the Patience is successful all the cards will be dealt out, and the uppermost card of each of the twelve packets will be a court card. The court cards have no numerical value.

Another variety of this game is played as follows : Place *all* the court cards on the bottom of the pack, as they appear, *throughout the whole deal*. This makes an easy Patience, but it is almost too easy.

THE CHESTER GAME.

This variation of the game of "Elevens" consists in arranging the twelve court cards so that the four kings are on the bottom row, the four queens in the center, and the four knaves in the top row if the Patience is accomplished.

In order to be successful, it is necessary for the player to bear in mind the sequence of the court cards at the bottom of the pack, and to play the Elevens at the close with a view to preserving that order.

THE FOURTEENS.

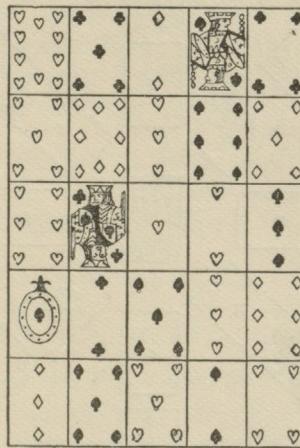
TWO ENTIRE PACKS OF CARDS.

PLAY.

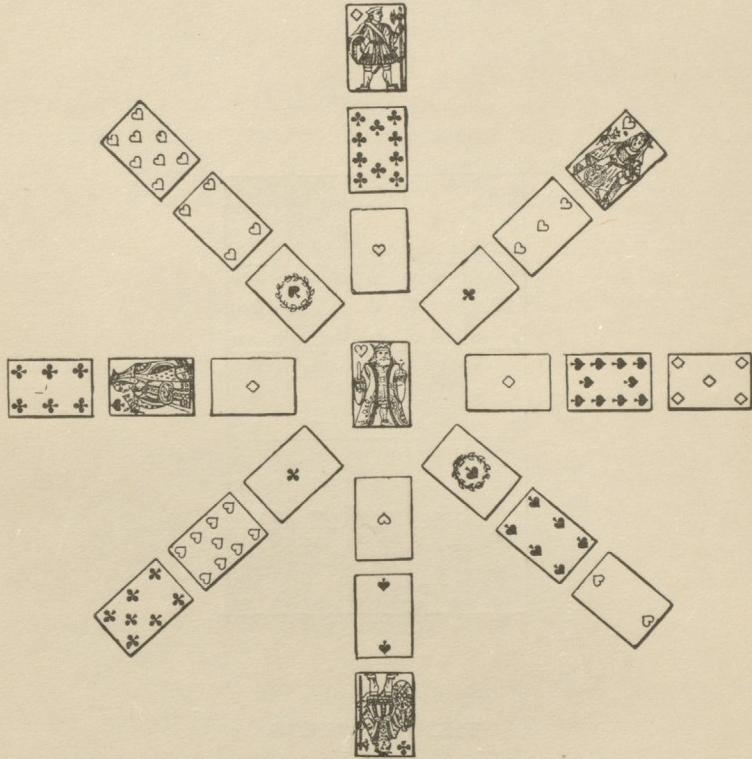
DEAL out twenty-five cards in five rows, each containing five cards. The object is to compose the number fourteen with any two cards taken either from a perpendicular or from a horizontal row. The knave counts eleven, the queen twelve, and the king thirteen.

The cards so paired are withdrawn, and their places filled by the cards in your hand.

If in the course of the game the number fourteen cannot be composed, one chance remains—any two cards may be taken from their proper position, and may change places with any other two cards; and it is only in making this exchange, so as to produce one or more fourteens, that the player has any control over the success of the game, the success consisting in the entire pack being paired off. In the pattern tableau three fourteens could be at once composed : The ten of hearts with the four of clubs, the knave of spades with the three of hearts, the eight of diamonds with the six of spades.



THE FOURTEENS.



THE SHAH OF PERSIA.

THE SHAH OF PERSIA.

TWO ENTIRE PACKS OF CARDS.

RULES.

I. DURING the deal, cards in each circle of the star are available until another circle blocks them. After the deal is completed only cards in the third (or outer) circle are available until, as usual, their removal releases the inner circles.

II. Marriages are limited to cards in the third circle and must be formed in suit; cards in the inner circles, even when released, can only be played, but not married.

III. The foundations must follow suit.

PLAY.

Take from the pack the eight aces and the eight kings. Throw aside seven of the kings and place the remaining one in the center, with the eight aces surrounding it in a circle.

The king is called The Shah, and remains alone. The aces are the foundation cards, and families are built upon them ascending in sequence to queens.

Next deal out a circle of eight cards, beginning at the top and continuing from left to right. If any of these are suitable, play them, filling the spaces at once from the cards in your hand. Then deal out a second circle, blocking the first one (Rule I.), and treat it in the same manner, then a third circle, which completes the rays of the star.

NOTE.—In the pattern tableau the third circle is omitted for want of space.

You should now examine the star to see if there are any available cards which it would be advantageous to marry, or to play (Rules I. and II.), but you are not obliged to do either until a favorable opportunity occurs. Marriages can only be made in descending line.

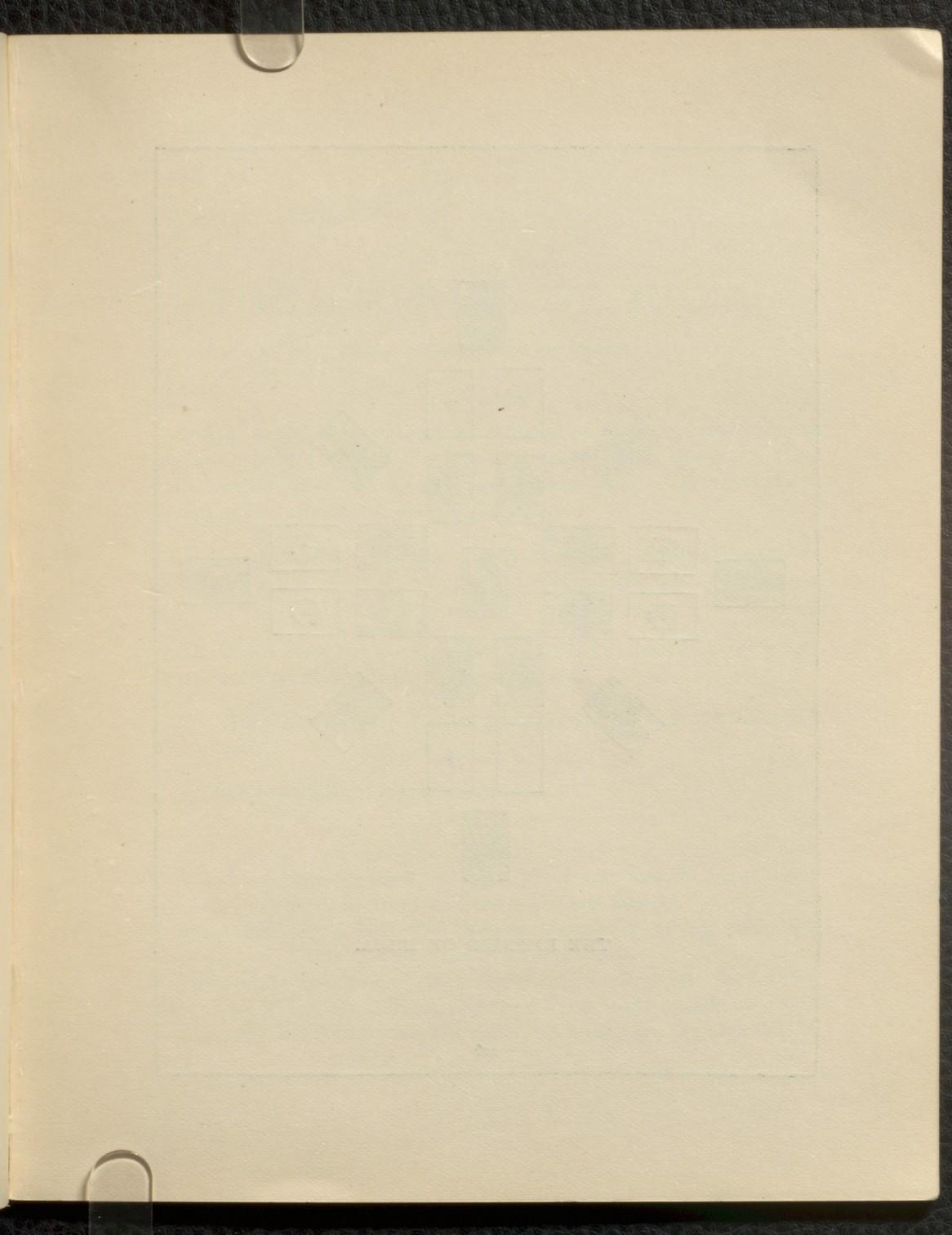
NOTE.—It is often better to wait until, in dealing, a card turns up likely to be soon required, and then by playing or marrying, you make a vacant space in which to place it.

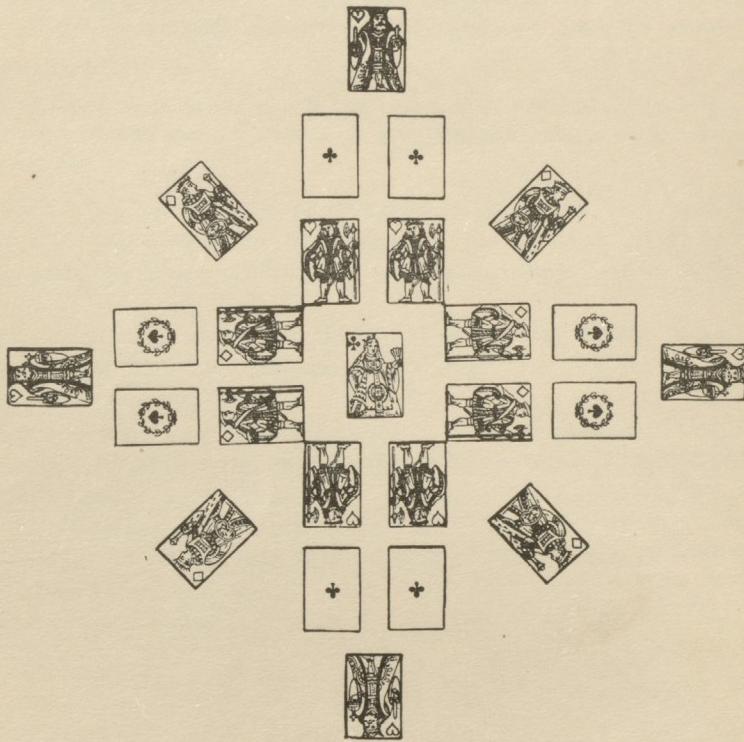
When you have played or married all the cards you wish, the spaces so made must be re-filled from the talon or pack, beginning with the inner circles, and proceeding from left to right as before.

The remaining cards are dealt out in the usual way, those not required for the foundations, or for marrying, or for re-filling spaces, forming the talon.

When a lane, *i. e.*, one entire ray of the star, is opened out, the place of the *inner* card may be filled by *one card* from the third circle. This is sometimes of great use, and is a kind of "grace," as this Patience seldom succeeds. The other two spaces are re-filled from the talon, and this must be done at once, as each ray must always be complete.

There is no re-deal.





THE EMPRESS OF INDIA.

THE EMPRESS OF INDIA.

FOUR ENTIRE PACKS OF CARDS.

RULES.

I. ALL cards in the Army and Navy are equally available, if played in pairs (*i. e.*, one black and one red), but no card of either color can be played on a foundation unless *a card of the other color is played at the same time on another foundation*.

II. Vacancies in the Army and Navy must be immediately re-filled with cards of their own color, from the talon, or, when there is no talon, from the pack.

III. Cards from the pack or talon cannot be played at once, but must first pass through the Army or Navy.

IV. The talon consists of two packets, one of red, the other of black cards.

V. The foundations must follow suit.

PLAY.

Withdraw from the pack the eight black aces and the eight black queens, the eight red kings and the eight red knaves.

Place these cards as in the pattern tableau, throwing aside the four queens of spades and three queens of clubs.

The remaining queen of clubs represents the Empress, the knaves the guard of British soldiers, and these nine cards remain alone.

The eight black aces and the eight red kings are the foundation

cards, and families are built upon them ; the aces ascending in sequence to kings, representing Admirals, the kings descending in sequence to aces, representing Generals.

NOTE.—The red sequences must omit knaves, the black ones must omit queens.

Deal out four horizontal rows, each containing twelve cards, of which the two upper rows are to be red (the Army), the two lower ones black (the Navy).

NOTE.—The Army and Navy could not be placed in the pattern tableau from want of space.

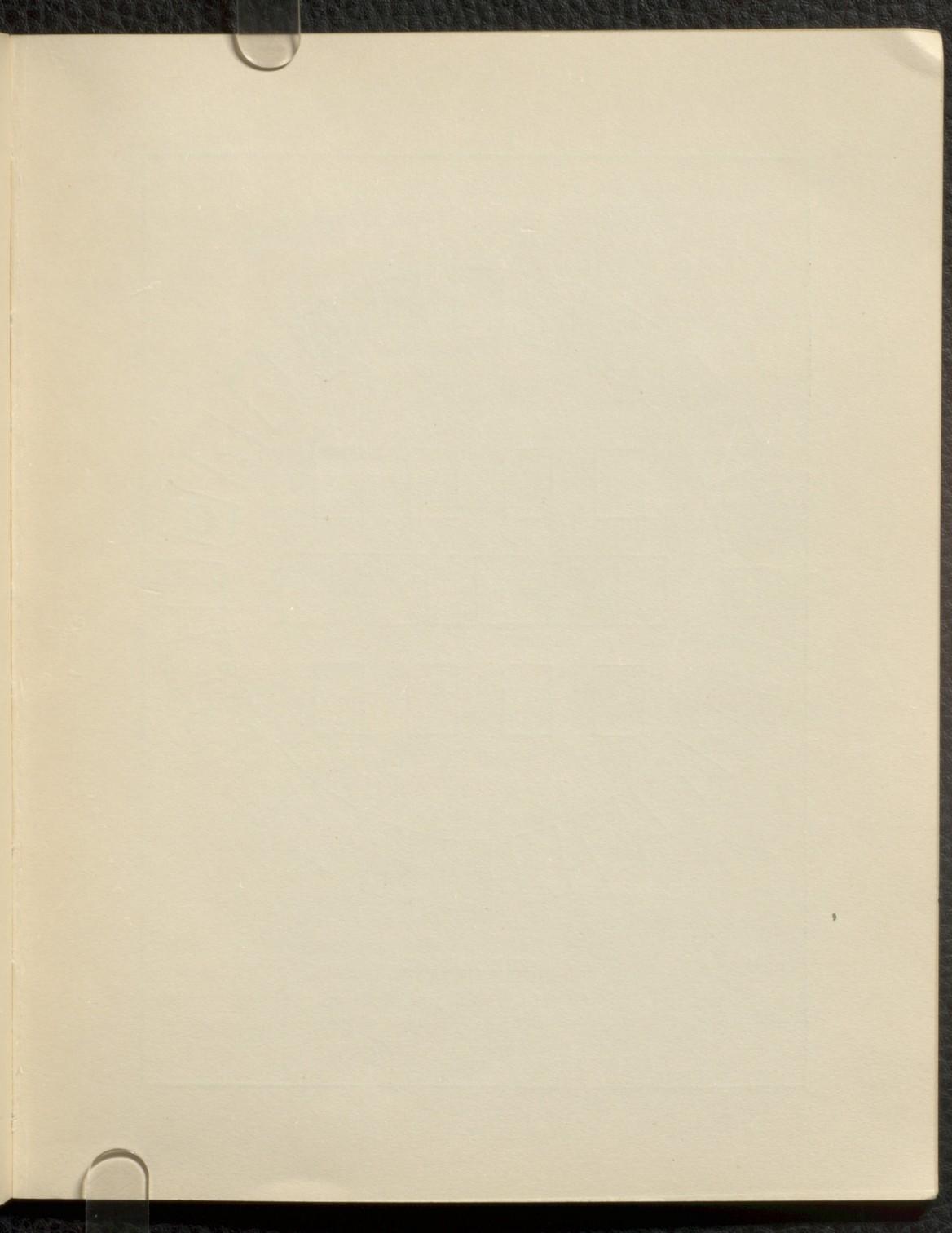
They are to be dealt at the same time, and if after the two rows of one color, say red, are finished, more red cards turn up, they must be laid aside as a talon (Rule IV.).

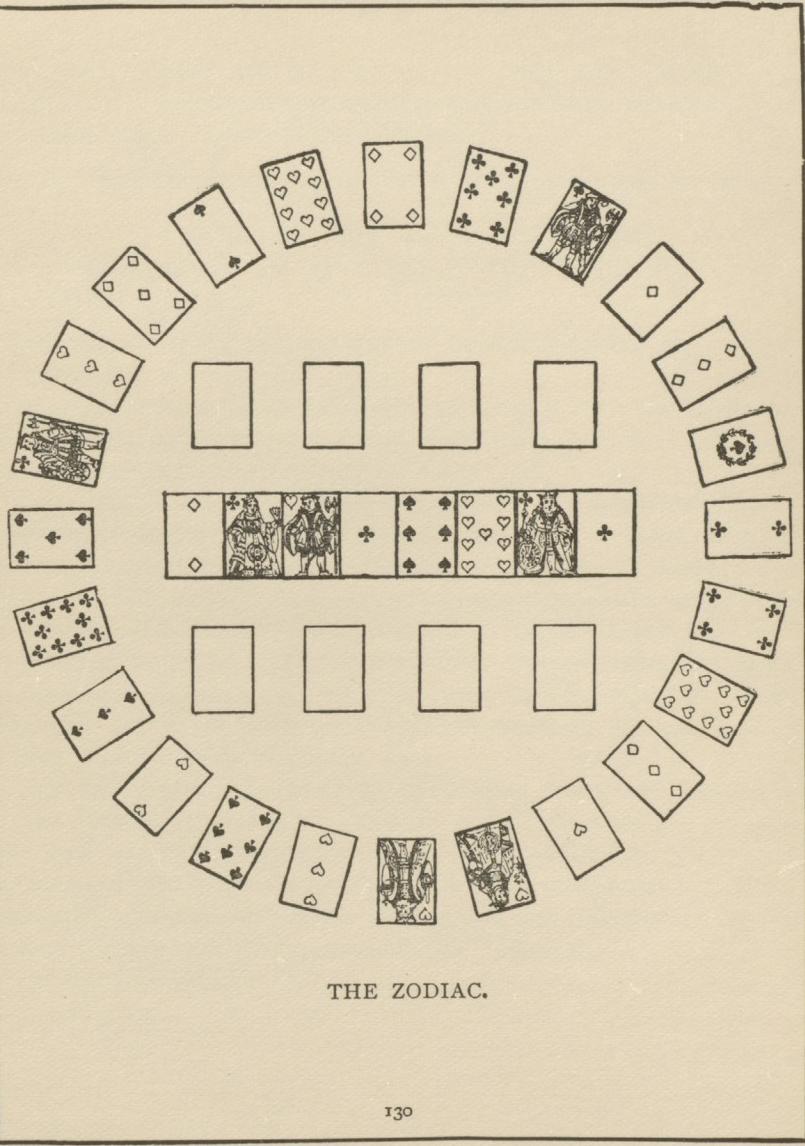
When the Army and Navy are complete, if any available pairs of cards have been dealt (Rule I.), play them (the first pair must of course be a black two and a red queen), and re-fill the spaces ; but if there should be none, you may proceed to pair cards. Any card in the Army may be placed on any card in the Navy, and *vice versa*, but the cards so paired cannot afterwards be separated, but must be played *at the same time* on their respective foundations. The vacancies thus made must be immediately re-filled (Rule II.).

Each card can only be paired once.

You may choose your own time for pairing cards. For instance, if you require say a ten of clubs for one of the foundations you may defer making a vacancy in the Navy until the ten of clubs is at the top of the talon. When you have played all available cards, deal out the remainder of the pack, those not required to fill vacancies being placed in two packets (Rule IV.).

There is no re-deal.





THE ZODIAC.

THE ZODIAC.

TWO ENTIRE PACKS OF CARDS.

RULES.

I. MARRIAGES may be made in the Zodiac with cards from the Equator (but not *vice versa*) and from the talon or pack, but cards in the Zodiac cannot marry each other, neither can those in the Equator do so. Marriages must be formed in suit, and may be made in ascending and descending lines, and the same packet may contain both.

II. The foundations must follow suit.

PLAY.

Deal eight cards in a horizontal row called the "Equator." Then deal a surrounding circle of twenty-four cards called the "Zodiac."

The foundations are not formed *till the end of the game*. They are to consist of the four aces and four kings of different suits, the aces ascending in sequence to kings, the kings descending in sequence to aces.

Having placed the tableau, you proceed to marry (Rule I.) and to re-fill the spaces from the talon, or, where there is no talon, from the pack, but you are not obliged to do either until a favorable opportunity occurs. You continue to deal out the cards in the usual way, those not required for marrying or for re-filling spaces forming the talon. This is to be re-dealt as often as required—that is,

until all the cards are placed either in the Zodiac or in the Equator. If this cannot be done the Patience has already failed. If you succeed in placing all the cards, you then begin to form the eight foundations from the Zodiac and Equator (Rule II.).

It is obvious that the greatest care is required in marrying the cards, or you will so block them as to be unable to form the foundations.

THE OCTAGON.

TWO ENTIRE PACKS OF CARDS.

RULES.

- I. THE uppermost card of each of the auxiliary packets and of the talon is available.
- II. The foundations follow suit.
- III. Marriages are formed in suit, and in descending sequence.

PLAY.

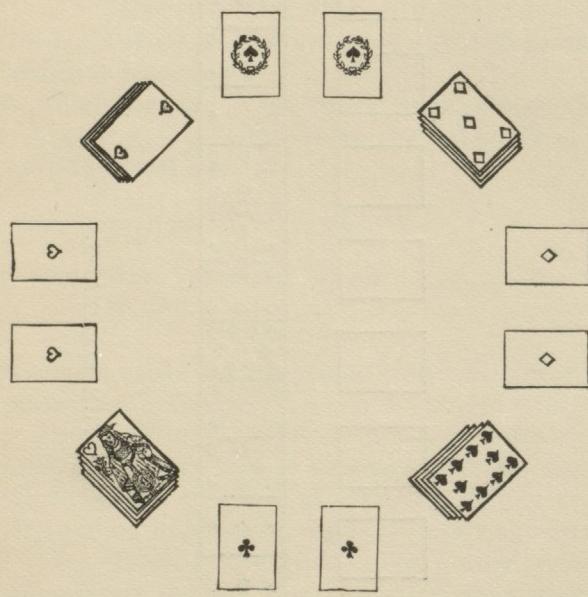
Remove from the two packs the eight aces and arrange them as shown in the pattern tableau. Then make four auxiliary packets of five cards each, and place them in the intervals between the foundations so as to form an octagon. (See pattern tableau.)

The aces are the foundations upon which families are built in suit in ascending sequence.

Deal the cards from the pack one by one, and as suitable cards appear, play them on the foundations (Rule II.). Also form all possible marriages upon the auxiliary packets (Rule III.). Cards which are not suitable are laid aside in one packet to form a talon.

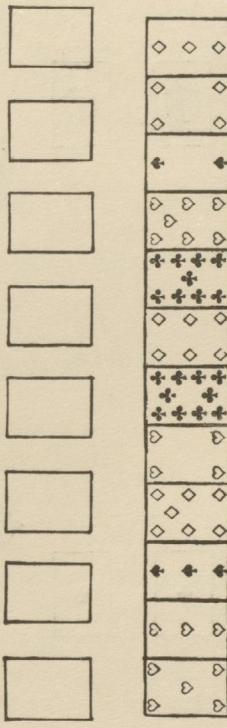
Vacancies occurring in the auxiliary packets are re-filled from the talon, and if there be no talon, from the pack.

Two re-deals are permitted.



THE OCTAGON.

THE BLOCKADE.



THE BLOCKADE.

TWO ENTIRE PACKS OF CARDS.

RULES.

I. ALL cards in the first row are available, but as each row is placed it blocks the preceding one.

The removal of any card in the lower rows releases the one immediately above it, the principle being that all cards are available that have *no others below them*.

II. The foundations must follow suit.

III. Marriages must be formed in suit.

PLAY.

Deal out twelve cards in a horizontal line. Aces may be played as they appear, but no other card can be played until the row is complete. The eight aces are the foundation cards, and families are built upon them ascending in sequence to kings.

When the first line is placed, play any suitable cards, and then marry in descending line, but be careful to place the cards exactly over each other, to avoid confusion. The vacancies thus caused must be immediately re-filled from the pack, then again play and marry. When neither can be done, deal out another row underneath the first, and when it is complete, play, marry, and re-fill spaces as before.

You continue to deal out successive rows until the pack is exhausted, always pausing between each row to play, marry, and re-fill spaces.

In the course of the game vacancies will often be made in the higher rows. These must always be re-filled first.

There is no re-deal.



LIGHT AND SHADE.

LIGHT AND SHADE.

TWO ENTIRE PACKS OF CARDS.

RULES.

I. THE uppermost card of each of the four auxiliary packets, and of the talon, is available. Those cards in the *second row* (*that row of four cards immediately under the auxiliary cards*) are available to form marriages upon the auxiliary packets, but not to play upon the foundations.

II. Families are built on the foundations in ascending sequence, but in alternate color—that is, a red deuce must be played on a black ace, then a black three, a red four, and so on up to a black king. The families on the red aces are played in similar alternate order from a black deuce up to a red king.

III. Marriages are formed on the auxiliary packets in descending sequence, and in alternate color (Rule II.).

PLAY.

Remove from the two packs the eight aces, and place them in a horizontal row. These are the foundations, and families are built upon them in accordance with Rule II.

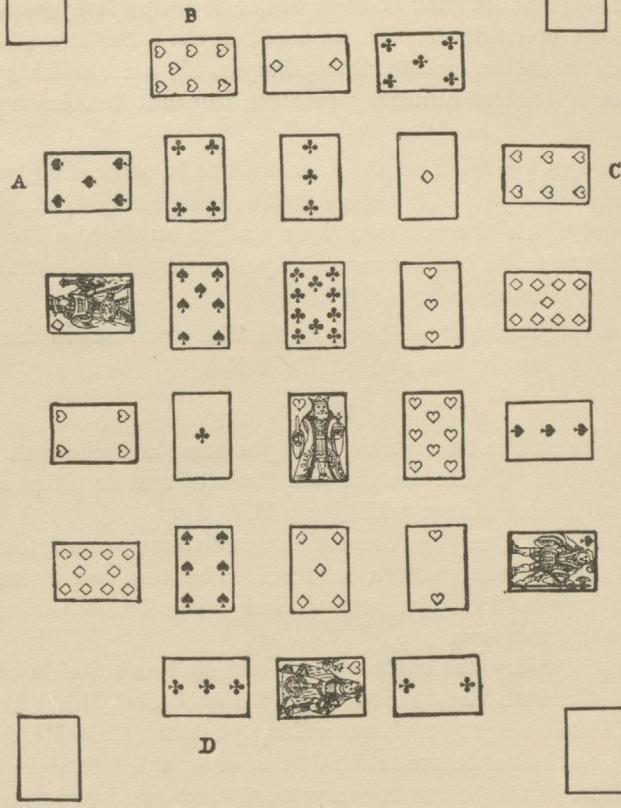
Immediately above the foundations deal two rows of four cards each as shown in the pattern tableau. The top row contains the four auxiliary cards. The row of four cards below the auxiliary is called the *lower row*.

Continue dealing the cards one by one, and as suitable cards appear play them on the foundations (Rules I. and II.). Also form all possible marriages on the auxiliary packets (Rule III.). Cards which are not suitable are laid aside in one packet to form a talon.

If there be in the lower row any card that can be married upon any of the auxiliary cards, use it for that purpose at once.

All vacancies in the auxiliary row are re-filled by cards from the lower row, and vacancies occurring in the lower row are re-filled from the talon, or if there be no talon, then from the pack.

No re-deal is permitted.



THE BESIEGED CITY.

THE BESIEGED CITY.

TWO ENTIRE PACKS OF CARDS.

RULES.

I. THE foundations are formed with cards from the Ramparts and from the pack. Cards from the talon must pass through the Reserve, and those in the Reserve must pass into the Ramparts before they can be played.

II. Cards in the Ramparts may be placed on each other either in the usual ascending and descending sequences, or in the order in which they will be played, viz., queen on two, knave on three, and so on, or *vice versa*. They must be of the same suit; and sequences, both in ascending and in descending lines, may be placed in the same packet.

Cards in the Ramparts may be transferred from one packet to another at discretion (the top card of each being alone available), and they must follow suit.

III. Cards in the Reserve may in the same way be placed on those in the Ramparts, *but only on the cards at the ends or sides of the line* from which they are taken.

NOTE.—In the tableau the four of clubs could only be placed on cards at A, B, C, or D, and in this case only on D.

IV. Vacancies in the Ramparts are filled from the Reserve, with any card in the row at the end of which the vacancy occurs.

NOTE.—In the tableau a vacancy at B or D could only be filled by the four or ace of clubs, or by the seven or six of spades; and a vacancy at A or C, by the ace of diamonds or by the three or four of clubs.

V. Vacancies in the Reserve are filled from the talon, or, when there is no talon, from the pack.

VI. The foundations must follow suit.

PLAY.

Deal twelve cards in four rows of three cards each. Then deal an *outside row* of fourteen cards placed crossways. These are the "Ramparts." The inside twelve cards are the "Reserve."

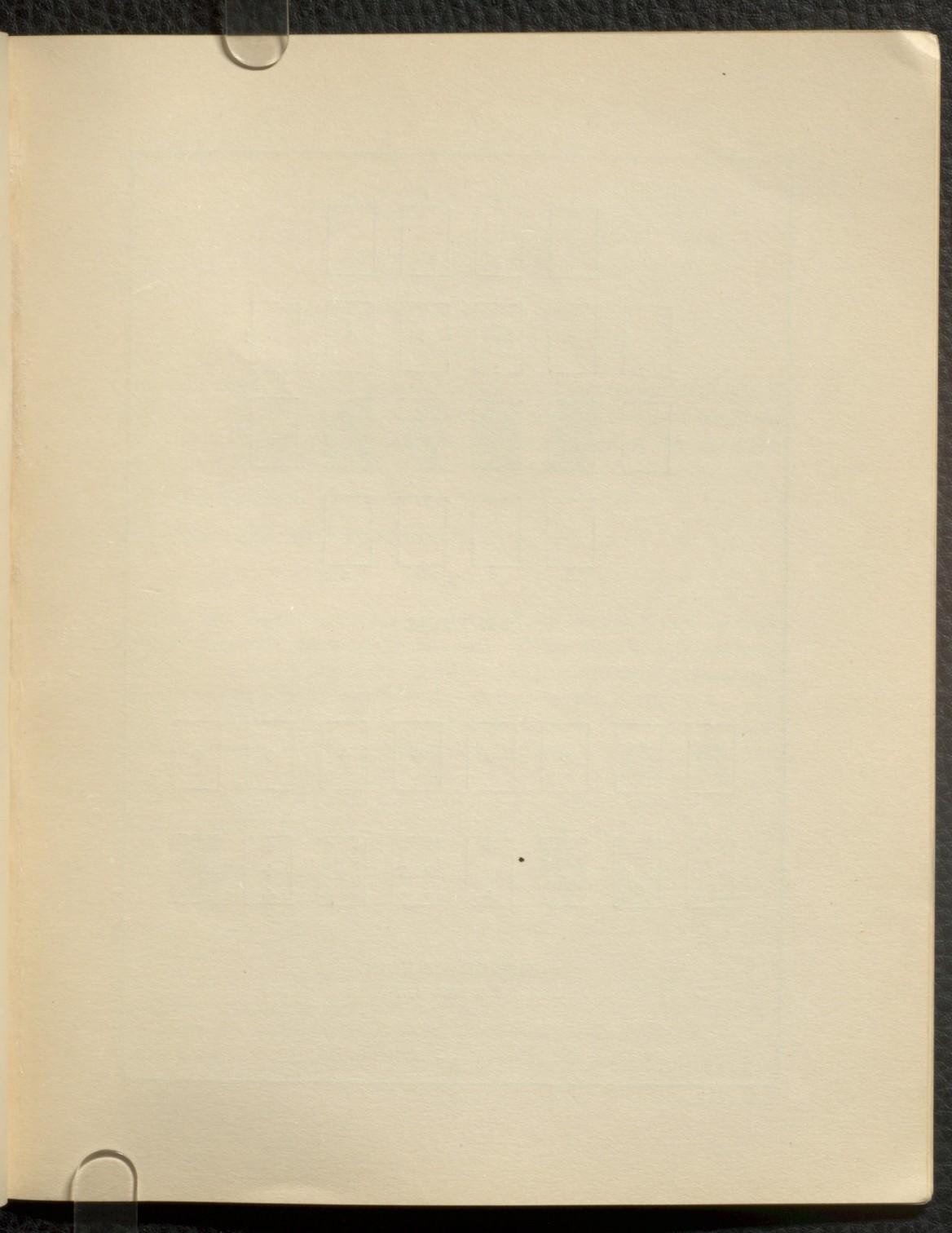
The foundation cards are four aces of different suits. On these are placed kings, then deuces, queens, threes, and so on, each foundation consisting of alternate sequences, ascending and descending, and finishing as well as beginning with aces (Rule VI.).

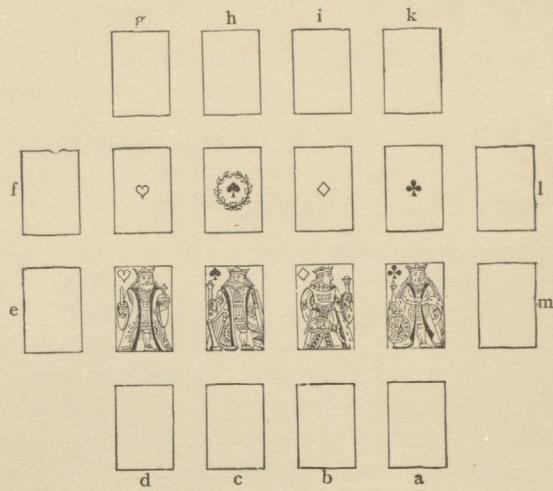
Having placed the tableau, take from the Ramparts aces or other suitable cards (if any have been dealt), and play them in their allotted places, *immediately filling each vacancy as it occurs* (Rules IV. and V.); this must be done throughout the game. Then transfer cards in the Ramparts, and from the Reserve, as directed in Rules II. and III.

When you have done all that you wished (for it is optional), and again played if you can, deal out the remainder of the pack, the cards not suitable for the foundations being placed in a talon.

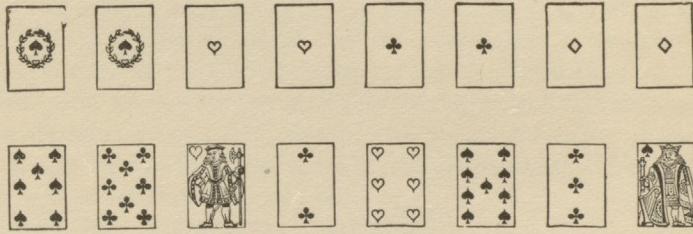
At the end of the Patience, when the talon is exhausted and all the cards have been dealt, should there still be cards in the Reserve which cannot be transferred to the Ramparts, you may transpose them to effect this if you can.

This Patience is exceedingly difficult.





ST. LOUIS.



ROUGE ET NOIR.
(See page 145.)

ST. LOUIS.

TWO ENTIRE PACKS OF CARDS.

RULES.

- I. ANY card in the series of twelve auxiliary cards *first dealt* is available. After the first round, and as soon as the deal has been completed, not before, the uppermost card of each of the auxiliary packets becomes available.
- II. The foundations follow suit.
- III. Marriages are formed in suit.

PLAY.

Take the four aces and four kings from one pack and arrange them as shown in the pattern tableau. These are the foundations, and families are built upon them in suit, in ascending sequence upon the aces and in descending sequence on the kings.

Next, deal twelve auxiliary cards one by one from the pack in the spaces marked in the tableau, commencing at the space marked *a* and dealing round, to the left, "the way of the clock," to the space marked *m*. If any of these twelve auxiliary cards are suitable, play them on the foundations and re-fill vacancies from the pack.

After all the suitable cards in this first series have been used on the foundations, and the vacant spaces re-filled, deal out another series of twelve cards upon the first series, and continue the deal around until all the pack is exhausted. As soon as the deal is completed, *not before*, the uppermost cards of the auxiliary packets all become available, both for building on the foundations, and for intermarriage in suit in ascending and descending sequence.

When all suitable cards have been played, all possible marriages

formed, and further progress is at an end, take up the twelve packets, commencing with the left-hand packet of the top row marked *g*, placing them one on the other, the way of the clock, until the packet *f* is reached and included. Then, without shuffling, deal them out again in the same manner as at first.

If, in forming the families, a suitable card is applicable equally to an ascending and descending sequence, it may be held over until further developments show to which series it will be best to apply it.

Two re-deals are permitted.

ROUGE ET NOIR.

TWO ENTIRE PACKS OF CARDS.

RULES.

I. THE uppermost card of each one of the eight auxiliary packets and of the talon is available.

II. Families are built on the foundations in ascending sequence, but in alternate color—that is, a red deuce is played on a black ace, then a black three, a red four, and so on up to a black king. The families on the red aces are built in similar alternate order up to a red king.

III. Marriages are formed on the auxiliary packets in descending sequence but in alternate color (Rule II.).

PLAY.

Remove from the two packs the eight aces and arrange them in the order designated in the pattern tableau (page 142). These are the foundation cards and families are built up on them according to Rule II.

Immediately below the foundations place a row of eight auxiliary cards. These cards are always available, and marriages may be formed upon them (Rule III.).

After the tableau has been placed examine the row of eight auxiliary cards to see if it contains any suitable cards to play on the foundations or to form marriages (Rules II. and III.).

When you have played or married all the suitable cards, re-fill, from the pack, any vacant spaces that may occur in the auxiliary cards.

Continue dealing the cards one by one, and as suitable cards appear play them on the foundations. Also form all possible mar-

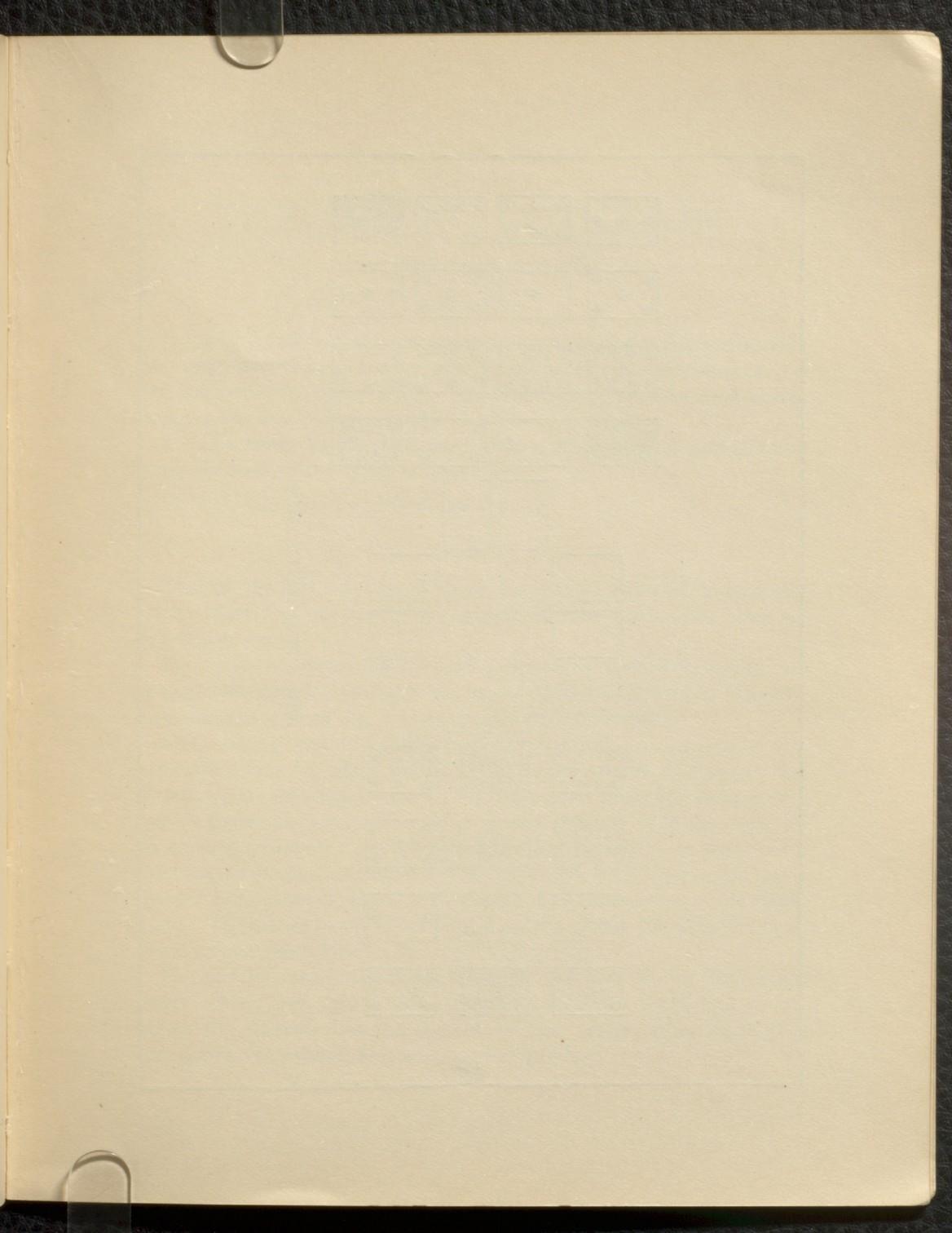
riages on the auxiliary packets. Those cards which are not suitable are laid aside in one packet and form a talon, and all vacancies must now be re-filled from the talon, or, if there be no talon, then from the pack.

One re-deal is permitted.

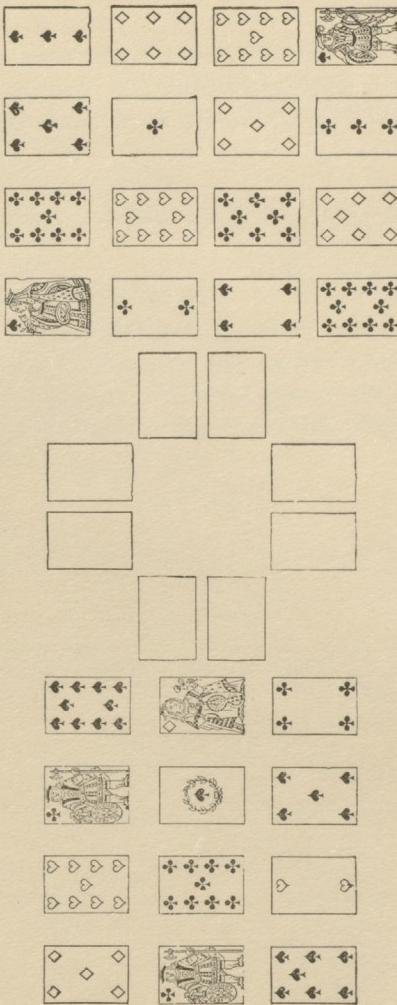
The following is an interesting variety of this Patience :

THE BLONDES AND BRUNETTES.

Instead of the foundation aces being placed before commencing to play, they are laid out in the spaces allotted to them as they appear during the deal. This, of course, makes the Patience more difficult, and two re-deals are therefore permitted, simply turning the talon each time.



THE ROYAL COTILLION.



THE ROYAL COTILLION.

TWO ENTIRE PACKS OF CARDS.

RULES.

I. ONLY cards in the lowest row of the *left-hand* group are available, until a card in any other row is released by the removal of the one immediately below it, the principle being that *no card in this group can be used that has another below it*.

All the cards in the *right-hand* group are available, and the uppermost card of the talon is available.

II. The foundations follow suit.

PLAY.

Deal on the left a group of three horizontal rows of four cards each; then, deal on the *right* a group of four horizontal rows of four cards each.

The foundations are an ace and a deuce of each suit, which are placed between the two groups, in the spaces as shown in the pattern tableau, and in the manner hereinafter described.

After laying out the tableau, if any desired aces or deuces are available (Rule I.), place them in the proper spaces allotted to the foundations; bearing in mind that the proper place for each deuce (which forms the foundation of a queen packet) is to the right of its corresponding ace (which forms the king packet), so that when the couples of the Cotillion are finally formed, each king, as he faces toward the centre of the Cotillion, will find his queen on his right hand. In this, as in all other stages of the game, the preference is given to suitable cards in the left-hand group.

The families are formed in suit. On the aces in the following order: three, five, seven, nine, knave, king, deuce, four, and so on up to the queen. On the deuces, in this order: four, six, eight, ten, queen, ace, three, five, etc., up to the king.

When all suitable cards in the two groups have been played, the vacancies in the *right-hand* group must be re-filled from the pack.

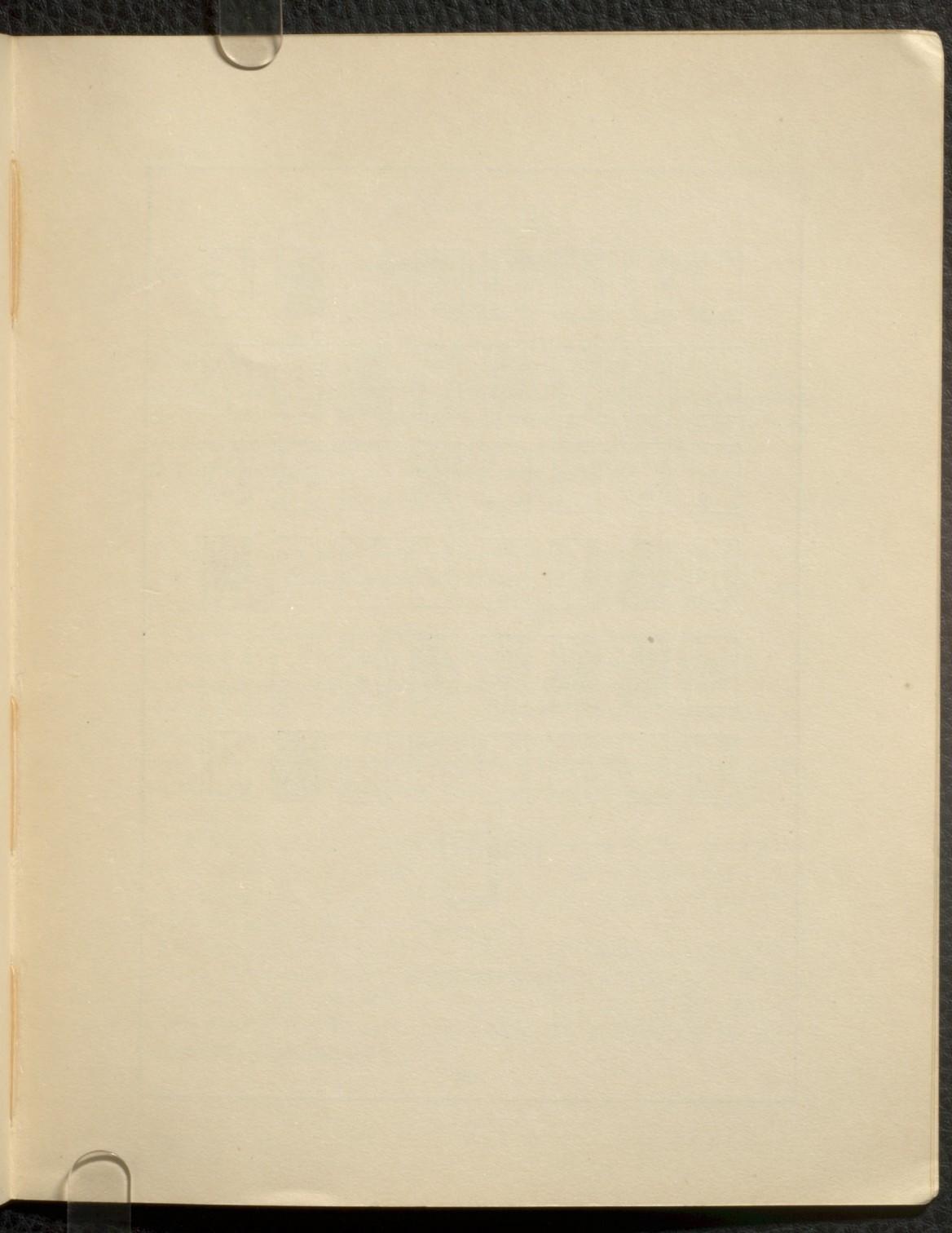
Continue dealing the cards one by one and place the foundation cards in their allotted places as they make their appearance, also play all suitable cards upon such foundations as may already have been established. Those cards not suitable are laid aside to form a talon, the uppermost card of which is always available.

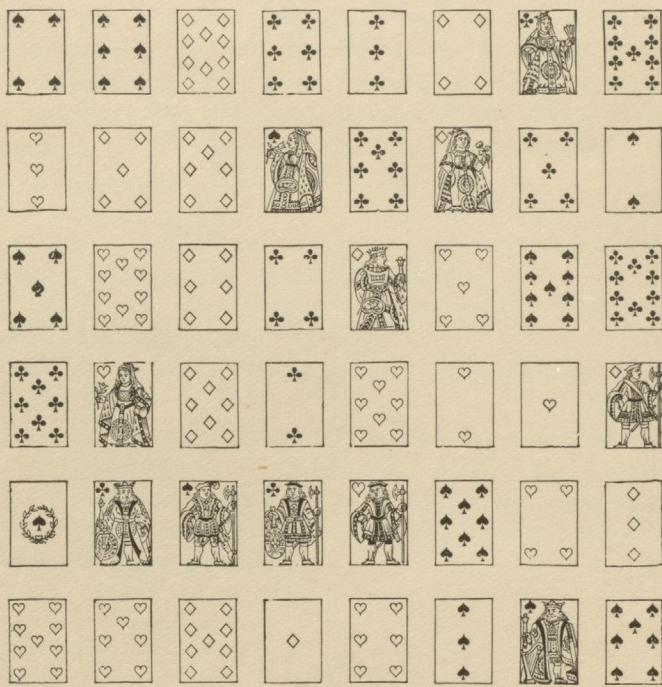
Whenever a card is played from the pack on any of the foundations, carefully examine the two groups to ascertain whether they contain any suitable cards, and if they do, play them.

Vacancies in the right-hand group are re-filled from the talon, or, if there be no talon, from the pack.

If the Patience is successful the eight foundations will form a Royal Cotillion.

This is an interesting Patience, but great care must be observed so as to prevent a block in the left-hand group; this occurs when a high card is in the lowest row, and immediately under one of the same suit, but of lower denomination. If the lower card can not be released the game is blocked.





The Reserve.

NESTOR.

NESTOR.

ONE ENTIRE PACK OF CARDS.

RULE.

ONLY cards in the sixth or lowest row are available, until by their removal those cards above them are released. No card can at any time be used that has any other card below it. When no more pairs can be made from the tableau, and further progress is at an end, recourse may be had to the Reserve, any card of which may be employed to assist in the formation of new pairs.

PLAY.

Deal the cards in six rows of eight cards each, so that they will form eight vertical columns of six cards each, as shown in the pattern tableau.

If in dealing out the tableau any card appears of the same denomination as one already in the same column above it, place it at the bottom of the pack, and continue dealing—taking care that no two cards of the same value are found in any one *vertical* column. The four remaining cards form a separate Reserve. Only the cards in the sixth or lowest row (the base of the columns) are available, but the removal of any one of them releases the card immediately above it.

The object of this Patience is to pair all the cards. If no pairs can be made with the cards at the base of the columns, any of the four auxiliary cards in the Reserve may be employed to pair with available cards in the tableau.

For example, if the cards were laid out as exhibited in the pattern tableau, the reserve would be an ace, deuce, ten, and king. Always bearing in mind that only the lowest card of each of the columns, or any card in the Reserve, is available, the pairs would be made in the following order:

Pair the nines, sevens, aces, kings, threes, contiguous knaves, the eights of the third and sixth columns, the deuces, fours, sixes, knaves, queens, eights, fives, and tens.

As there are now no more available pairs in the tableau, take the king from the Reserve and pair kings, sevens, and threes.

Then, using the ace and deuce from the Reserve, pair deuces, aces, nines, fives, and queens ; the remaining five cards in the tableau and the ten in the Reserve, being all available, will pair off and the Patience has succeeded.

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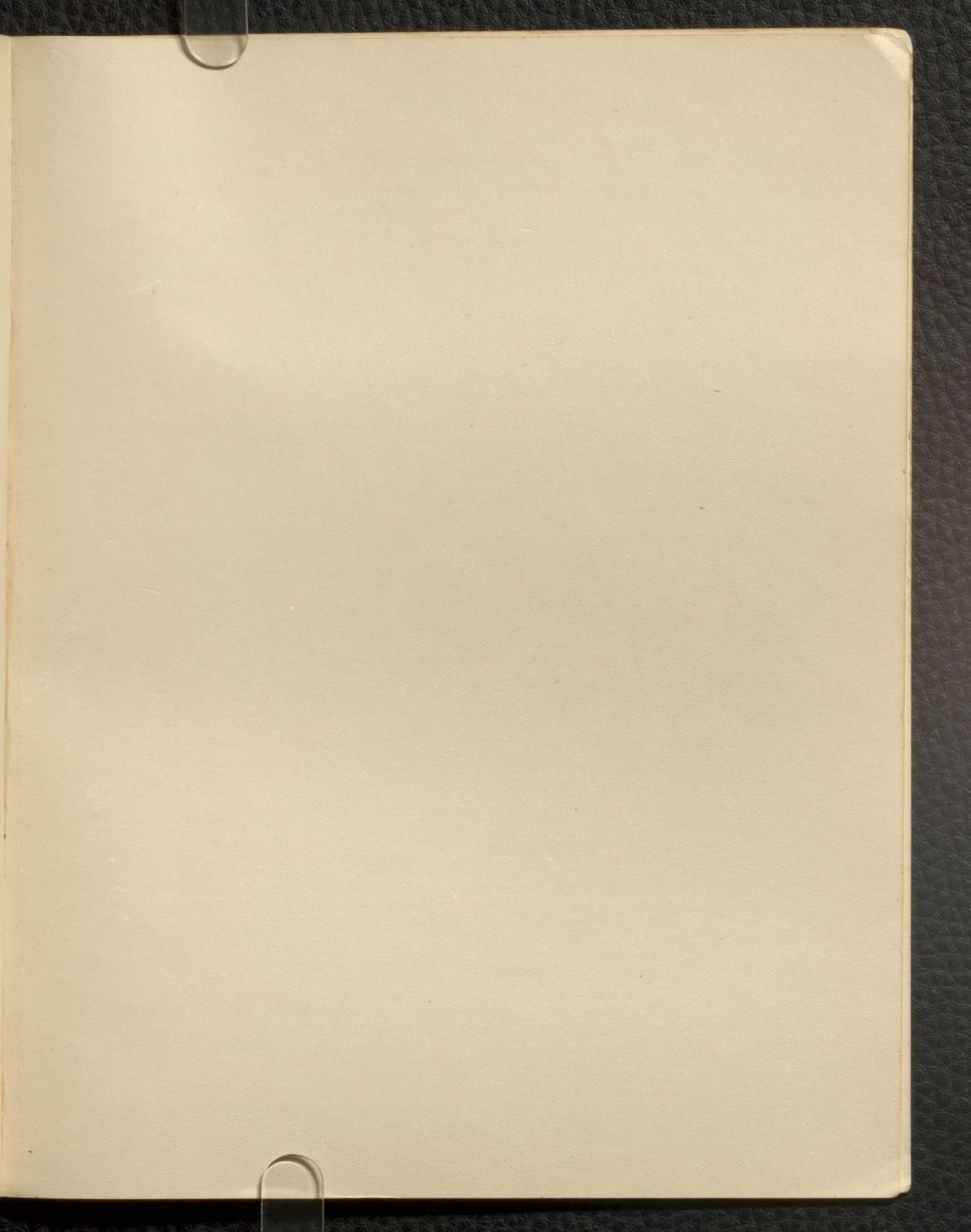
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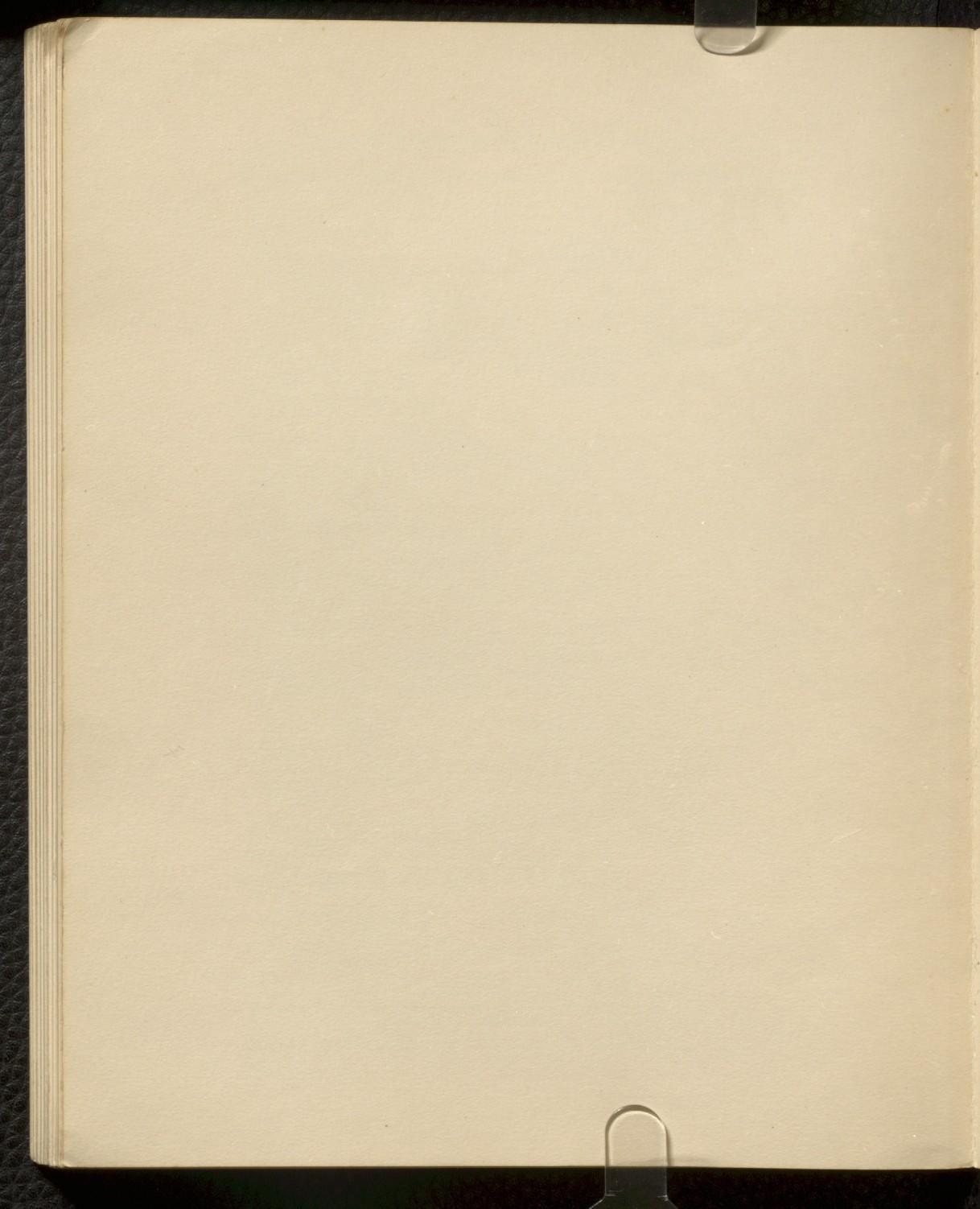
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